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SHOCKING!

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PRINTED BY GARNETT DICKINSON PRINT
DISTRIBUTED BY SEYMOUR INTERNATIONAL PRESS DISTRIBUTORS, WINDSOR HOUSE, 1270 LONDON ROAD, NORBURY, LONDON SW16 4DH.

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VORTEX

P28

FIRST FULL FEATURE!

SUPER GAME BOY

WE'VE GOT IT – FIRST!

P24

WIN SMASH TENNIS!

(And a bloody big telly to play it on!) P40

SUPER STREET FIGHTER II

The Nindependent

SHOCK HORROR PROBE – ED IN GOOD MOOD

As a cynical old computer hack, not much impresses me. The 24 carat gold insulation of the Maclaren F1's engine is one thing, this month's smash exclusive game, *Vortex* is another, but both these examples pale into insignificance when compared to companies like Virgin, Sony and Ocean's attitude to Nintendo games recently.

It's not often that I sing the praises of software companies or their marketing people, but between them, these three multinationals are releasing over 25 games this Christmas on the Super NES alone, and in my opinion they are going about it in the right way!

It is not the sheer quantity of games that inspired me to write this commendation – it is the way they have constructed their PR, weighed up the pros and cons and decided on only the best games for release. You will not see any sad licence cash-ins or cheap publicity stunts to sell their games; no doubt SUPER GAMER will do all their talking for them in the form of highly rated reviews (only if they make sure they get them to us in plenty of time, mind you).

I'm not saying SUPER GAMER is biased in any way, but if you've only got three good games to offer, they're all going to get high reviews aren't they? So far Virgin, for example, have offered us *Dragon* (86%), *Smash Tennis* (94%), *Jungle Book* (90%) and *Bomberman 2* will be reviewed next issue. Notice a pattern emerging?

This is not a coincidence. Virgin, like Sony and Ocean, are carefully vetting only the best games because they know how to run a business and due to the high prices, Nintendo games offer such a low margin of profit that it is simply not worth releasing games which are going to get 70-84%, even if they are tied to a famous sports celeb or a fluffy cartoon character.

This is brilliant news for Nintendo owners because you will be constantly bombarded with gobsmacking games – all vying for your cash with calculcated precision. However it does present a unique problem for the consumer – exactly how *do* you choose between four or five 90%+ games in the same month?

I would like to take this opportunity to congratulate these three companies in their professional attitude to the games industry. Their PR people don't boss us into giving their games good marks, they take the rough (what little there is) with the smooth, and don't get all moody and sulk when a game gets below 80%, unlike some people I could mention.

You may think this sounds a bit crawly bum-lick, and before other companies phone me up and accuse me of favouritism, I hasten to add that they are not unique – it is just refreshing to see such big players (normally only motivated by money) caring about the quality of their products, rather than just bunging out yet another platform game for a gullible audience.

On a similar note, this month's SUPER GAMER is once again packed to bursting with essential game information and killer reviews. Do you want to know who is starring in the new *Street Fighter* movie, all about the next Super FX game, an exclusive look at *Rise of the Robots*, *Super Street Fighter* and *Mortal Kombat II* or how the Super Game Boy works? Well you're in luck because we've got all the answers and we're not afraid to spill the beans. Don't trust any other mag – they smell.

He's in a good mood because he's just been asked to model for the Freemans catalogue, obviously.

Four sad men trying to look cool.

OCEAN'S SPOT THE BALL WINNERS

It took our panel of judges (actually, Ryan) well into the early hours of the morning to decide on an eventual winner. In the end there was only millimetres in it, but Colin Moore from Kent scraped it by a whisker and if you compare his entry with our picture I'm sure you'll agree that the lad has eyes like a hawk. Colin wins himself a Pace Satellite system complete with a years subscription to Sky Sports, soccer vids, a copy of *FIFA International Soccer*, and a Multi-tap adapter. Condolences then to Steven Vorley, Darren Key, Michael Still, Andrew Alton, and Nicola Battersby for narrowly missing out. Each of our runners-up each receive a copy of *FIFA*.

Thanks to all our thousands of entrants who didn't make the final six, and keep supporting our fab competitions in the future.

TITUS'S MARVELLOUS MONSTER COMPO WINNERS

Cor, what a blood-thirsty lot you are. It would appear that you lot would do anything to get your mits on horror books and blood packs, or perhaps it was the *Monster Max* game that swung it for you. Anyway, despite hundreds of you protesting that the best way to kill a werewolf is to let Andy snog it (we said best way, not cruellest way!), the answers to our three simple questions are as follows: 1. C (Frankenstein) 2. C (Dracula) 3. B (Fire a silver bullet through its heart).

The following three people win a copy of The Pictorial History of Horror, a copy of *Monster Max*, and a horror pack: John Taylor from Essex, Andrew Jory of Cornwall, and Jamie Webb of Oxford. A further three lucky people each win a copy of the book and a horror pack: Kevin O' Leary of Farnborough, Ian White of Nottingham, and Dan Close of Northants.

Finally, four sporting runners-up who were sadly beaten to the draw are Tony Zanelli of Worksop, Adam Stannard of Staffordshire, J. M. Carroll of Dorset, and Sam Dowding from Guernsey. Each of you will be receiving a rather strange horror pack.

LATE NEWS

Can you believe that it's 25 years since a man first set foot on the moon? And what great advances came from that awesome achievement? The non-stick frying pan. Come on, why aren't we all flying to work in our anti-grav jetpacks? Chah! If they hadn't frittered away so much money on rubbish like schools and hospitals we could be living on Neptune by now, gibber.

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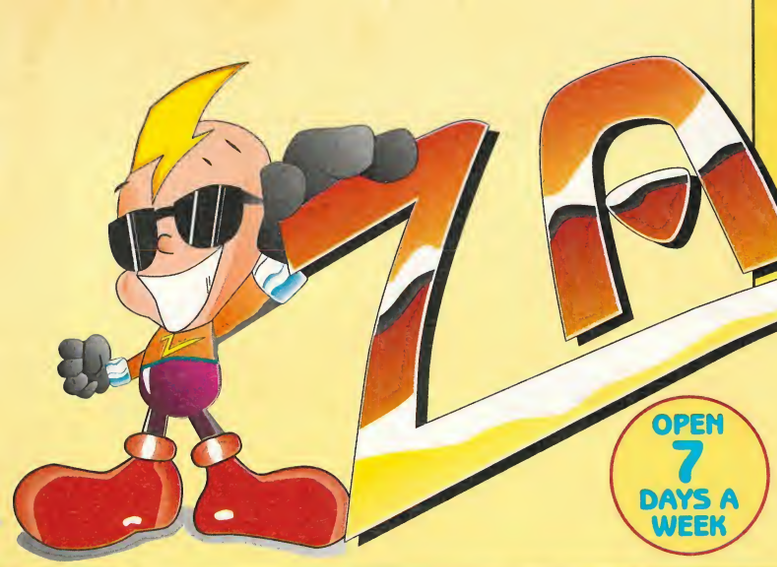

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STREET FIGHTER ANIME REVEALED!

Yes it's true, we have more incredible shots of the forthcoming animated *Street Fighter II* film coming from Japan, but very little else. All that's known so far is that there will be

loads of tastefully filmed fight sequences, plenty of blood (the Japanese do not mind that sort of thing) and loads of *SFII* history for fans who can't get enough.

Also in the pipeline is *Fatal Fury: The Motion Picture* which is still in its early stages but destined not to be as popular as Street Fighter.

SUPER STREET FIGHTER II

SHOCK! KYLIE *IS* CAMMY IN SF MOVIE!

Yes, it sounds like complete horse's business but it's true, according to Capcom USA who recently supplied us with the full cast list for the US live action film. Also set to appear is Belgian martial arts star Jean Claude Van Damme as Guile.

SUPER GAMER readers prepare for the totally exclusive revalations of the Street Fighter film. Our readers should be advised that the actors tipped for the film at the moment are not necessarily those who will finally appear. See page 24 for the full preview of the game!

Guile	–	Jean Claude Van Damme
Chun Li	–	Ming Na Wen (Joy Luck Club)
Ryu	–	Byron Mann
Ken	–	Damien Chappa
Dhalsim	–	Roshan Seth
Bison	–	Raul Julia (Addams Family)
Sagat	–	Wes Studi (Last of the Mohicans)
Balrog	–	Grant Bush
Vega	–	Richard Jay
E Honda	–	Peter Tuiasopo
Dee Jay	–	Miguel Nunez
T Hawk	–	Gregg Rainwater
Cammy	–	Kylie Minogue

Zangief, Blanka and Fei Long are yet to be decided.

GREMLIN GET JUNGLE STRIKE

Top software publisher Gremlin, responsible for *Zool* have got the rights from EA to produce *Jungle Strike* for the Super NES and are at this moment programming the game. *Jungle Strike* is the huge sequel to *Desert Strike* (released last year on the Super NES) and features nine massive missions, more vehciles such as the assault motorbike and a Stealth Fighter (which you get to fly!) and some of the best graphics you are ever likely to see on a 16-bit machine.

Gremlin plan to release *Jungle Strike* in October but didn't have enough material to fill our planned Work in Progress this issue. SUPER GAMER will chin you full in the face next issue with a full feature and exclusive interviews with all the guys at the helm. Smells like... victory!

Nintendo®

NINTENDO DROP PRICES, BUT WHAT ABOUT THE REST?

Shock news from the Nintendo UK as a spokesman from their PR company announced that as part of their 'Play more, pay less' scheme, all new official titles for the Super NES will be priced at £39.99!

Hot games this autumn like *Pac-Attack* and *Mega Man X* are all at the new price point, and this even puts them in competition with Sega's prices, which is evidence of Nintendo's increasing alarm at their rival's huge sales.

The only exceptions are massive carts such as *Super Metroid*, or those that include the Super FX chip like *Stunt Race FX* or *Starwing 2*.

The main problem with this move is that all third party licencees such as Ocean, Acclaim and Virgin will still have to buy their carts from Nintendo, at a much higher rate than Nintendo are obviously allowing themselves.

This means that all non-Nintendo products will still be £50+, and seeing as a large proportion of Super NES games are released by third parties, it will not affect the average console owner that much. Sure, it will increase the sales of NCL games, but how many of them are there a year, and why, if Nintendo can drop prices so easily, can they not do the same for the many companies licenced to produce Nintendo games?

If all games were £39.99, then Nintendo might have a chance against Sega, but this discrimination is still damaging to the Super NES. Why bother cutting your own throat to save your face Nintendo, drop ALL the prices now! However, this move may be the beginning of some more radical changes on the horizon, and with the news on cart rental in the US, the future could be a lot brighter for Nintendo owners than everbody thinks, especially with the 32-bit system and the Super Game Boy just around the corner. What will their next move be?

CART RENTAL: A REALITY?

In a dramatic U-turn this month Nintendo of America have begun allowing large chains of video shops such as Blockbuster to rent their official Nintendo games. The move is obviously in response to the fact that Sega have long allowed their Genesis games to be rented, and have such captured a significant proportion of the 16-bit market in the USA, which has always been Nintendo's stronghold until now.

What does this mean for Nintendo owners in the UK? Well, the new chairman of Nintendo US, Howard Lincoln has brought about these sweeping changes and it can only mean that soon the UK and Europe will follow suit. At last you will be able to rent the Super Mario games as well as *Stunt Race FX* and *Starwing 2* as part of Nintendo's 'play more, pay less' campaign.

Surveys have already shown that two thirds of Nintendo owners already rent on a regular basis and this would do Nintendo UK no end of good. The big question is how long will we have to wait?

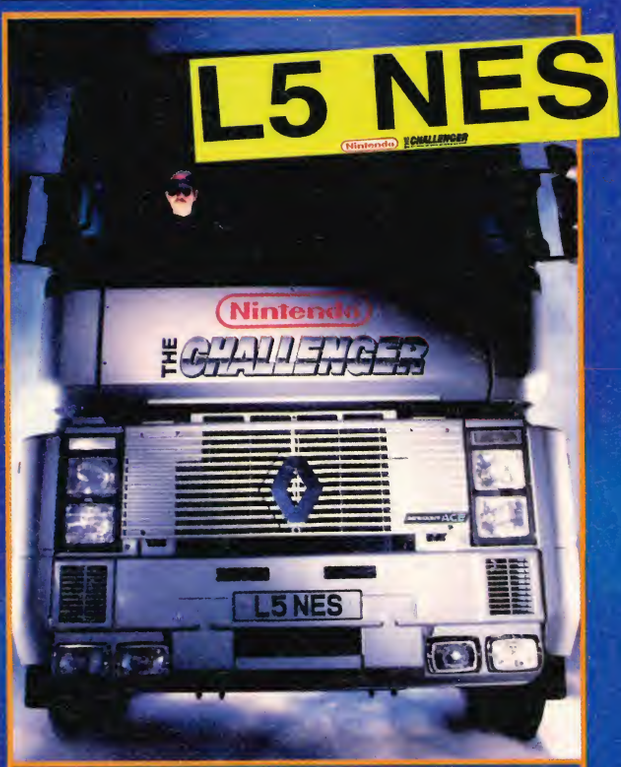
SUPER GAMER GETS SUPER GAME BOY!

A surprise visit from Nintendo this month brought the long-awaited Super Game Boy into the SUPER GAMER offices. We can exclusively reveal that the latest piece of Nintendo gadgetry will retail for £49.99 (without a game) and should be on the streets in the first week of September.

SUPER GAMER probed Nintendo's Consumer Services Manager, Jayne Shipperley for all the details, including the fact that one of the first Super Game Boy game will be the excellent *Donkey Kong '94* (by Shigeru Miyamoto), but of course you can also play any of the hundreds of Game Boy games in the standard four colour mode.

Every hand-held game released after the launch of the Super Game Boy will be in full 256 colour mode and should look fantastic. Turn to page 34 for the exclusive SUPER GAMER feature on the Super Game Boy.

PRAY IT DOESN'T GO THROTTLE UP!



Coming this summer is the mammoth marvel of multi-media mayhem – the Challenger (no, not the tank). This huge 21-ton 12 litre juggernaut could be on the way to your area right now; carrying all the latest Nintendo games and best sellers for you to test your gamesplaying skills to the limits.

For those who have never heard of the Challenger, it is a huge mobile arcade platform which carries all the latest games, plus news on up and coming games and promotions. The huge trailer features 18 built-in TV screens and can accomodate 15 gamesplayers simultaneously! You will also be bombarded with sound as you play thanks to the on-board 16 track mixing desk.

The Challenger will be arriving at the following locations and as it sets down and sprawls out all over the place, absolutely anyone can come down and play games to their heart's desire, take part in challenges for exclusive Nintendo prizes, plus get the chance to meet the one, the only – Metro, Nintendo's games champion.

SUPER GAMER will be keeping you Ninformed of all the Challenger dates, so why not join the Pros when it comes to your area.

CHALLENGER DATES FOR JULY/AUGUST

7 July	Tour De France	Portsmouth
16-17 July	Birmingham Show	Birmingham
19-21 July	East of England Show	Peterborough
23-24 July	Adidas Streetball	London
30-31 July	Int'l Air Tattoo	Fairford
1-5 August	Blackpool Centenary	Blackpool
5-7 August	Int'l Balloon Festival	Bristol
13-14 August	Rochdale Show	Rochdale
18-21 August	Aurbourne '94	Eastbourne
25 August	Monmouth Show	Monmouth
27-29 August	Town & Country Show	Kenilworth

BLOODY MARVELLOUS!

It's time for beat-'em-up fans to start getting excited, I mean VERY excited! We managed to blag our way deep within the development vaults of Acclaim's London headquarters and took some exclusive first screenshots of what is shaping up to be the biggest console game of the year.

Mortal Kombat II is nearing completion and looks set for a September release, and although there is still a lot of polishing-up and compressing to do, the game is currently nestling inside 32Mbit's of circuitry. The version we played was only about 50% complete but it was apparently obvious that this is shaping-up to be coin-op perfect, yes we mean PERFECT!

Fans of the coin-op will be delighted to know that the vast multitude of Babalities, Friendships, and...and Fatalities (gasp!) are all present and unchanged at least at this point anyway. As we went to press, Acclaim were still waiting for the green light as to whether the lashings of blood would make it into the final version (hence why we weren't allowed to show any), and if so, how the board of censorship would classify it. A 15 certificate looks the most likely, but to make sure that everybody can enjoy the carnage, two different versions have been talked about (one with blood and a certificate, and another with no trace of red stuff whatsoever to keep everybody happy), although whether or not this will be put into practice is another story.

Game Boy owners can also savour the exclusive hand-held shots seen for the first time ever through Nintendo's stunning Super Game Boy. Again this version still needs some tweaking before we can fully judge it, but start getting those pennies ready!

More late news is rumours that Nintendo have the rights to release *Mortal Kombat III* on console only, so the likes of Lui Kang, Scorpion et all look set to be around for quite some considerable time yet.

THE ART OF BEING HEADSTRONG

Unlucky licence of the month goes to Headstrong, who have just released *Art of Fighting* on the Super NES. Despite being a 'well known Neo-Geo arcade conversion', and even though it has 'mode 7 cinematic zoom-ins, ten characters, secrets moves and extended stereo effects – all crammed into a 16Mbit cart', we still thought *Art of Fighting* was pretty average (68%) when we reviewed it in issue #2.

The graphics are good and it plays fairly well, but let's face it – it's not *Street Fighter* and pales in comparison. Still, if you fancy adding yet another beat-'em-up to your collection then why not give it a go. *Art of Fighting* will set you back £54.99.

MORTAL MUSIK

You've heard of *Mortal Kombat* the game, the poster, the comic, the coin-op and the t-shirt, well how about the music CD? Word has just reached SUPER GAMER that the official *Mortal Kombat* CD soundtrack has just been released in the USA, featuring tracks for each of the characters plus the *Mortal Kombat* anthem.

All the tracks are written by Oliver Adams and Maurice Engelen who are Belgium's hottest techno mixers, apparently. This is set to coincide with the release of *Mortal Kombat 2* being released soon in America, but it still looks like September for the UK. Expect a single from the CD to be released later this year, but pray to God that it never gets to number one!

BOOM!

This cute little item isn't the severed head of a Bomberman, but the new-look Hudsonsoft Multi-tap. Five-player mayhem has never looked better! Look out for it later this year.

MORE MIGHTY MANGA

Three more Manga vids for you to peruse the shelves for this month. First up is *The Guyver: Data 4*. This is for the fourth instalment of the *The Guyver* series and it includes an episode of Hellkatt (a cartoon strip created by top artists Tony Luke and Alan Grant). At 31 minutes, *Data 4* is no *Schindler's List*, but it's quite a bargin when you consider that it'll set you back a mere £5.99.

Maris the Wondergirl is a curious tale of a female wrestler from the planet Thanatos (© Durell Software) who has crashed landed on Earth after escaping from an alcholic father and a spaced-out mum.

As we all know, lady wrestlers are not considered worth the effort when the lads get in the ring, but they have a bit of trouble with Maris because due to the stronger gravity on Thanatos, she is six times stronger than anyone else!

Drawn by Rumiko Takahashi (*Ranma 1/2*), this series has gone on to sell over 22 million copies since the late Seventies. *Maris the Wondergirl* is out on 11 July, priced £8.99 for 48 thrill-packed minutes.

Finally from the over-excitable world of Manga is *Devil Man: The Birth*. This torrid tale of tortured demonic doings is from the stable of world famous Manga superstar: Go Nagai. It was first serialised in 1972 in Japan and then made a five volume paperback. They are even planning a Hollywood live action movie in 1996!

Recoiling from his parents disappearnce and his pet rabbit being cut to ribbons, Tokyo school kid Akira finds his life torn apart by his best friend Ryo's "dark and sinister legacy." To prevent the world from being taken over by demons Akira must kill the head demon, but there's a catch – to kill the demon you must become one. Will Akira put on the red make-up, horns and forked tail and save the world? Only you can find out by snapping up *Devil Man* for £10.00 on 11 July.

DROP IN THE

As one of Britain's largest and most respected software houses, Ocean have annouced what must be one of the most impressive Nintendo schedules this year.

Among the 26 titles for the Super NES and Game Boy are *Micro Machines* (SNES/GB), *Mario Andretti Racing* (SNES), *Alien Olympics* (GB), *Jellyboy* (SNES/GB), *Theme Park* (SNES), *The Shadow* (SNES), *Shaq-Fu* (SNES), *NBA Showtime* (SNES), *NHL '95* (SNES), *European Champions* (SNES), *Syndicate* (SNES), *Jordan Adventure* (SNES) and *Jungle Strike* (GB).

This does not even include the games which are being released through Sony Electronic Publishing such as *Choplifter III* (SNES/GB), *Jurassic Park 2* (SNES/GB), *Addams Family Values* and *Flintstones: The Movie*.

Many of these games have been hits on other formats such as the Amiga, and with the superb value *FIFA Soccer* Super NES pack with Nintendo, it certainly looks like 1994 is Ocean's year.

JAMMY GITS!

The winner of the Marubeni Pool competition in issue #2 is Adam Sherwood from Liverpool and the two runners-up are Robin McMahon from East Grinstead and Peter Prior from King's Lynn. The winning line was "Steve Davis is interesting because if you say he's not he will come around to your house an hit your balls with his cue!" This gives you an idea of how sad the other entries were.

Ross Kirkland from Glasgow and Paul Rush from Billinge Nr Wigan are the two winners of the Great Balls Pink Panther video competition.

A copy of JVC's *Super Empire Strikes Back* is on the way to Jonny Ratchford from Fleet, while Andrew Ollerenshaw has bagged a copy of the Super NES game *The Lawnmower Man* from Sales Curve. Many thanks to all who entered and congratulations to the winners.

AMERICAN COPS INVADE UK!

With the UK *Police Stop* videos doing so well over here at the moment (both have gone straight to number one in the charts!), it seems that voyeurism has reached new heights. Now you get to view unfortunate (but mainly very stupid) motorists performing incredible acts of highway lunacy, from the comfort of a heavily suped-up police car, complete with "tuts" and "what's this plonker doing now!" commentary from the police.

Is this article an excuse to get the vids for free? Well no, because the Yanks, who always want to go one better, have released their own version called *Police America: Real stories of the Highway Patrol*. Where do they think up those snappy titles?

Released by Braveworld video, *Police America* is 60 minutes of white-knuckle (well almost) police chases throughout the US, with hilarious acts of stupidity, as well as plenty of real life chases culminating in the obligatory explosion and twisted metal. This first volume for example contains a Mercedes chase at over 100mph, a spectacular bridge crash and even a painful film where a road cop gets run over while trying to breathalise a driver!

Loosely tied in with car safety, and how to not get pulled over by the boys in black and have the Rodney King kicked out of you, Police America is a decent enough night's entertainment and is out now priced £10.99.

LOOK A GEEK, BUT STAY PROTECTED!

Filling the 'dodgy inventions' tray this month is Gepro's Computer Optics Specs. This ingenious pair of out-sized Sir Robin Day glasses claims to absorb reflective VDU glare, soften the light from the screen, prevent eye fatigue and completely block harmful U-V rays.

The only problem is that they cost £32.99 and you don't get much for your money, although out illustrious Ed has been wearing them all month (much the amusement of everybody else!) and they DO WORK.

Gepro claim the specs, which could do with a tough street-wise name like 'The Defender', or 'Big blue specs that comedy clowns usually wear', are worth more than £100, but then how much do you value your retinas?

Ideal for people who play games and sit very close to TVs for ages, the Computer Optics will make eye strain a thing of the past and they have certainly made working late nights on VDUs at SUPER GAMER more tolerable. However, due to the high cost, Nintendo owners may prefer to buy a game instead and just turn the TV off when they get tired.

TOURNAMENT CLAYFIGHTERS

Word has just reached the SUPER GAMER news desk that *Clayfighter: Tournament Edition* (no joke) is being finished off by Sculptured Software in America. The new game features much better graphics including a gross picture of Blue Suede Goo that takes up the entire screen!

The Tournament Edition also allows you to take part in single or double elimination matches, plus a sudden death bout where only the quickest can survive. It is also now possible to individually boost each character's power bars, plus there's an even higher speed setting to get the game to *Super SFII: Turbo* standards!

It is not clear if *Clayfighter: The Tournament Edition* will be released officially, but you should be able to get it on US import soon.

SONY ENTER THE VORTEX

As well as taking *Addams Family Values*, *Super Elite* and *Jurassic Park 2* from Ocean, Sony Electronic Publishing have also snatched the rights to release the next highly anticipated Super FX games: *Vortex*.

Programmed by an in-house team at Argonaut, Vortex features a central craft which can be transformed into an aircraft, land cruiser and a large fully armoured battle robot. Turn to page 28 for more information on this hot title.

Also you may want to know that *Choplifter III* (85%) and *Claymates* (84%), both reviewed in issue #2, are to be released this month. Both are great games and well worth a look.

ELSPA CHARTS

Special thanks to Dorien Block.

World Cup fever seizes the charts this month, with *FIFA* storming into the top slot (and rightfully so) and *World Cup Striker*, *World Cup USA '94* and even the dire *Ryan Giggs* getting a look in at number ten. *Rock 'N Roll Racing* drops to number three, and *Clayfighters* falls two places to number four after only one month threatening the top slot.

Also surprising us this month are the original *Street Fighter II* and *Prince of Persia* appearing just outside the top ten, but *Sim City* and *Starwing* at number seven and eight respectively, prove that budget games are here in force! No change in the Game Boy scene, with *Warioland* holding onto number one after vast initial sales, with *Kirby* and *Super Mario Land 2* fighting it out just below. How much impact will the Super Game Boy have?

COMPILED BY GALLUP

THIS MONTH'S CHARTS

▲: Hot ▼: Not

NE: New Entry –: Same

SUPER NES

1	NE	FIFA	Ocean
2	NE	World Cup Striker	Elite
3	▼	Rock 'n Roll Racing	Ocean
4	▼	Clayfighters	Ocean
5	▼	NBA Jam	Acclaim
6	NE	World Cup USA '94	US Gold
7	▲	Starwing	Nintendo
8	▼	Sim City	Nintendo
9	–	Player Manager	Imagineer
10	NE	Ryan Giggs	Acclaim
11	▼	Sensible Soccer	Sony
12	NE	Street Fighter II	Capcom
13	▼	Super Mario Kart	Nintendo
14	NE	Prince of Persia	Konami
15	▼	Empire Strikes Back, The	JVC
16	▼	Aladdin	Capcom
17	▼	Mario All-Stars	Nintendo
18	▼	Super Bomberman	Sony
19	–	Zelda III	Nintendo
20	NE	Super Star Wars	JVC

GAME BOY

1	–	Warioland	Nintendo
2	–	Kirby's Pinball	Nintendo
3	–	Super Mario Land 2	Nintendo
4	▲	Link's Awakening	Nintendo
5	▼	Kirby's Dreamland	Nintendo
6	▼	Super Mario Land	Nintendo
7	▲	Zen: Intergalactic Ninja	Konami
8	▼	Sensible Soccer	Sony
9	▲	Mortal Kombat	Acclaim
10	▲	Konami Golf	Konami
11	–	Nigel Mansell's	Nintendo
12	▲	Super RC Pro AM	Nintendo
13	▲	R-Type	Nintendo
14	▲	Jurassic Park	Ocean
15	▼	Lemmings	Ocean
16	NE	Chuck Rock	Sony
17	▼	Kid Dracula	Konami
18	▼	Raging Fighter	Konami
19	NE	The Fidgetts	Elite
20	▼	Tiny Toons: Montana's Movie	Konami

NINTENDO ENTERTAINMENT SYSTEM

1	NE	Roller Games	Konami
2	NE	Adventure in Magic Kingdom	Capcom
3	NE	High Speed	Nintendo
4	NE	Double Dragon	Nintendo
5	NE	Snake's Revenge	Konami
6	▼	Super Mario Bros 2	Nintendo
7	NE	Black Manta	Nintendo
8	NE	Rescue	Nintendo
9	▲	Talespin	Capcom
10	▼	TMHT	Konami

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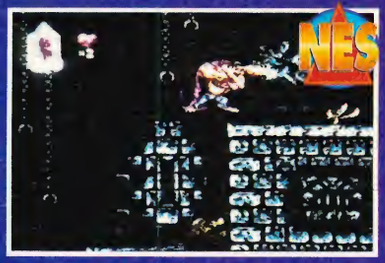
PARA/AUG

MINI PREVIEWS

BEAUTY & THE BEAST



Beauty and the Beast follows the same lines as *Jungle Book*, with great graphics and highly playable gameplay spread over a large playing area. Good to see support for the NES these days. Expect a full review soon. Virgin/Hudson Soft: September

JUKEBOX ADVENTURE

Jake and Elwood follow up their 16-bit antics with a merry platform jaunt. The action is thick and fast and the mischievous Blues duo are dead ringers for their big-screen counterparts. Includes a great thumping soundtrack lifted from the film. Titus: TBA.

CLAYFIGHTERS: TOURNAMENT EDITION

This is Interplay's attempt at turning out Capcom-esque sequels. *Tournament Edition* features improved graphics, more moves and much more sampled speech. It is probably worth waiting a while for this if you haven't got the original. Interplay: TBA

KIRBY'S TEE SHOT

This golf game with a difference features a number of bizarre courses in which the player must putt Kirby into 18 holes! The isometric perspective is very impressive and no doubt the central character will help attract a few budding Faldos! Nintendo: Winter

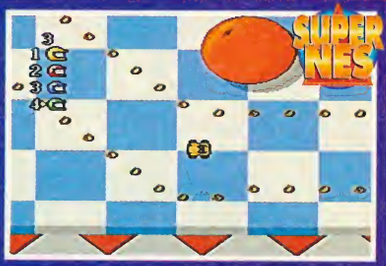
LION KING

Based on the next smash Disney movie of the same name, *Lion King* is Virgin's next big project. The game is said to follow the same path as *Jungle Book* with outstanding visuals and plenty of interactive gameplay. A hit of *Aladdin* proportions. Virgin: Winter

LORD OF THE RINGS

You, as Frodo, must guide your band of dwarfs through many familiar scenarios to do battle with Sauron and his evil forces. The huge playing area and interactive battle sequences make this an attractive title to look forward to. Interplay: Summer

MICRO MACHINES



This excellent two player racing game made quite an impact on the NES. You can race against a friend in miniature vehicles around outsized courses. The fast action and ability to ram your mate into oblivion make this a must for racing freaks. Ocean: Oct/ Nov

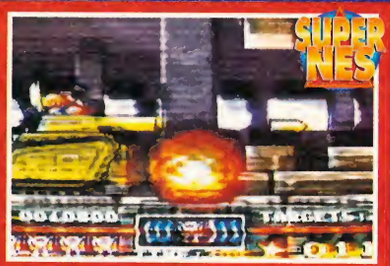
MORTAL KOMBAT II

Choose from eight fighting warriors and prepare to do battle against Shang Tsung for a second time. Loads of new moves, fatalities and other surprises make this one of the hottest hand-held titles of the year. Acclaim: September

MR NUTZ

Like his stunningly impressive Super NES adventure, Nutz must defeat the evil Yeti and restore warmth and unity to the land. Graphically, this game is looking pretty smart, but with so many other platformers around, how will it rate? Ocean: Winter '94

MR TUFF



Meet Mr Tuff, a die-hard, no compromising all-out demolition robot. If something needs trashing, this is the pile of bolts to do it and today is his lucky day, as he has just been commissioned to demolish an entire planet! Sales Curve: October

PITFALL: THE MAYAN ADV

Activision have finally got around to letting Super NES owners have a taste of jungle adventure. You control HJ in his quest to rescue his father. The game is spread across 14 levels of running, jumping and skateboarding action. Activision: November

THE SMURFS

Just when you thought it was safe to switch on your Game Boy, those annoying blue grommets pop-up with an impressive platform adventure through a very bizarre world. If you liked *Asterix*, you're gonna love this! Infogrammes: September

SOULBLAZER 2

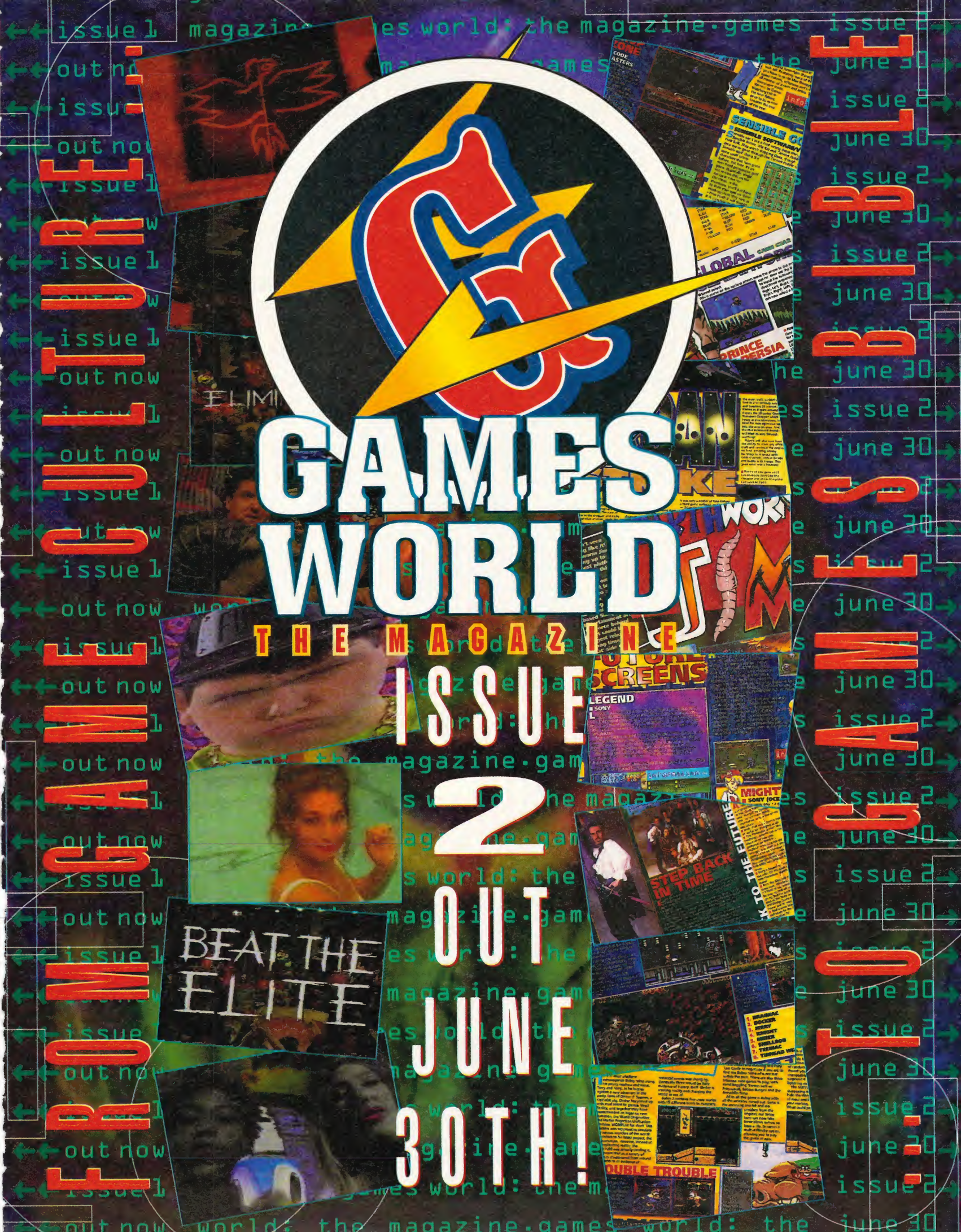
Fans of the original *Soulblazer* RPG will be dancing in the streets when this sequel arrives. The 16Mbit cart provides plenty of scope for more fabulous adventure action, and there's also lots of fancy Mode 7 trickery as well. Enix: July

STARGATE

Starring Kurt Russel, this Christmas film release is about a space tunnel being discovered near the Pyramids, which allows passage to a parallel world. Acclaim have picked up the licence, so we should be in for a treat. Acclaim: Winter

SUPER DROPZONE

The game that made Archer Maclean a household name many moons ago is about to drop in on the Super NES. This is frantic shoot-'em-up action at its best. Could be a contender for game of the year! Psygnosis: October


FROM GAMES WORLD: THE MAGAZINE
GAMES WORLD
THE MAGAZINE
ISSUE 2
OUT JUNE 30TH!

▽ Carnage tickles Venom without mercy.

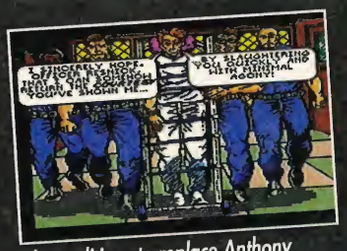
▽ Spider-Man takes a walk through Bournemouth's Horseshoe Common.

maximum CARNAGE

△ A fight breaks out over the seating arrangements for the wedding.

▽ Been there, seen that, done that.

▽ Let's have a big hand for Venom!



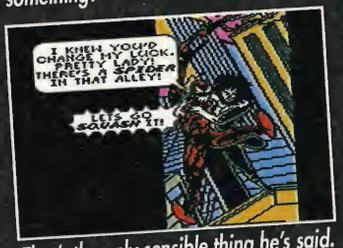
The auditions to replace Anthony Hopkins in the next Thomas Harris movie are well under way...

"There's a monster inside my pants!" "Yeah, that's what they all say, buddy!"

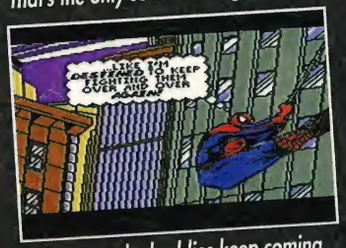
I always thought that people who are insane don't actually realise it. Well, so much for Freud.

With hands like that, he must have real problems carrying out certain bodily functions.

What, didn't your mother like you, or something?



That's the only sensible thing he's said.



The reason the baddies keep coming back, Pete, is that you're too wimpy to just kill them! Swap your web-shooters for an Uzi and you'll be laughing!

PRODUCER
ACCLAIM
(071) 344 5000
PRICE
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Crash! Thwok! Pok! Pow! No this isn't a typical scene from the sixties Batman series but in actual fact some of the exclamations used to highlight the hard-hitting action in Acclaim's latest scrolling beat-'em-up.

Maximum Carnage stars that renowned mega-hero, Spider-Man, who faces a whole host of deranged adversaries from his past including the Hob-Goblin, Doppleganger, Carrion and of course Carnage himself.

If, like me, you thought that Konami's *Batman Returns* was the ultimate scrolling beat-'em-up, then think again because *Maximum Carnage* poses some hefty competition. The game traces Spider-Man back to his comic book origins, as opposed to cashing-in on a mega-budget movie, and this is reflected in the fairly simplistic, yet colourful and imaginative graphics.

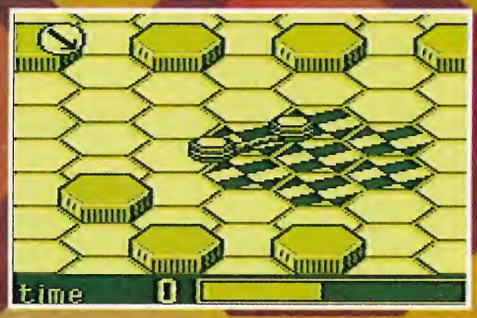
You can opt to play as either Spider-Man or Venom, each has a vast array of combat moves with which to clean-up New York. If the going gets too tough you can also call on the likes of Captain America, Firestar, Cloak, Morbius, and other assorted X-men to bail you out.

The battle against evil spans many of the famous Big Apple landmarks including Central Park, Times Square and the Statue of Liberty. The action alternates between side-scrolling fighting, chase sequences and vertical wall climbing. Each location acts as a stomping ground for some of America's most hardened criminals, and the challenge is doubled when Carnage and Co drop in to say hello!

The thumping soundtrack is also worthy of a mention, especially as it was composed by thrash gods, Green Jelly (remember Little Pigs?).

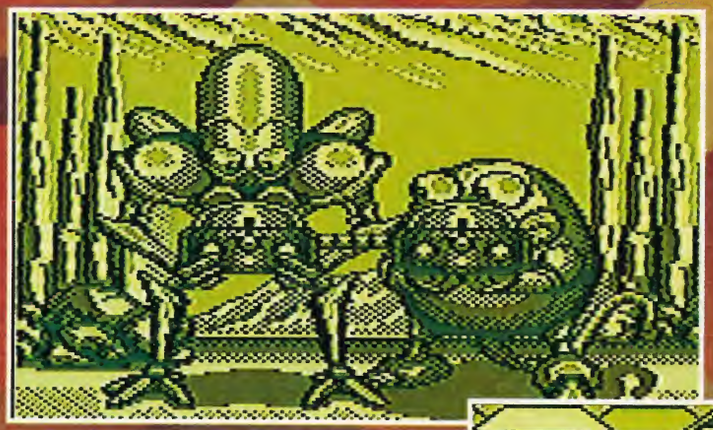
There's no doubt that Marvel fans and beat-'em-up freaks are going to love this game – and at a whopping 16Mbitss – it's no walk in the park!

L.U.C.L.E

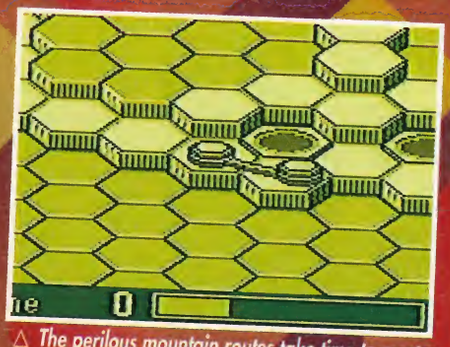


▷ At last your craft reaches the fiendishly hidden exit.

△ Avoid the strange icon above you at all costs, it's evil.



△ Completing a level reveals this screen.

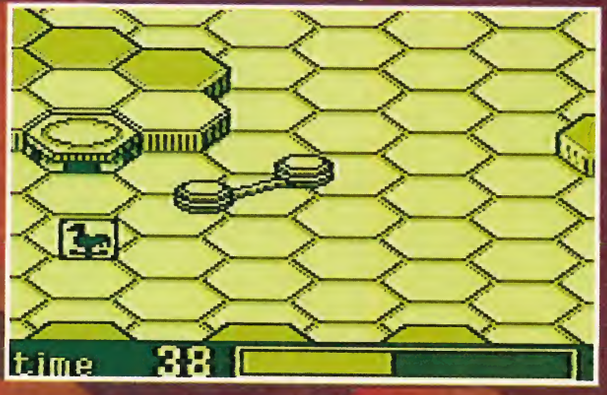


△ The perilous mountain routes take time to master.

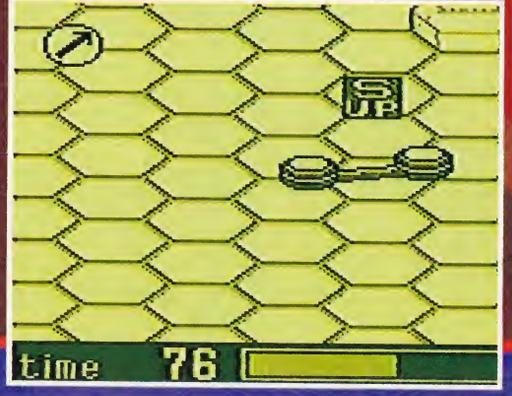
△ Information about the level.

△ Once again the end is nigh.

▽ The lift at the top, takes you to new heights.



▽ Look out for the speed icon and the arrow points the way.



PRODUCER
VIC.TOKAI
(0604) 671415
PRICE
£24.99
CART SIZE
1MBit

L.U.C.L.E. is short for erm, well we're not sure really, but the whole game is about an intergalactic spaceship 4.3 billion miles from the sun looking for alien life forms. Sounds like a shoot-'em-up so far but that's where you're wrong. The game is spread over 30 levels and is actually a rather devious mind-melter of a puzzle game.

The idea on each level is very simple really – guide the two swinging pods around each of the chequerboard levels; defeating obstacles, climbing mountains and even crossing dangerous surfaces like ice. The sole object of each level is to reach the finish line within a tight time limit.

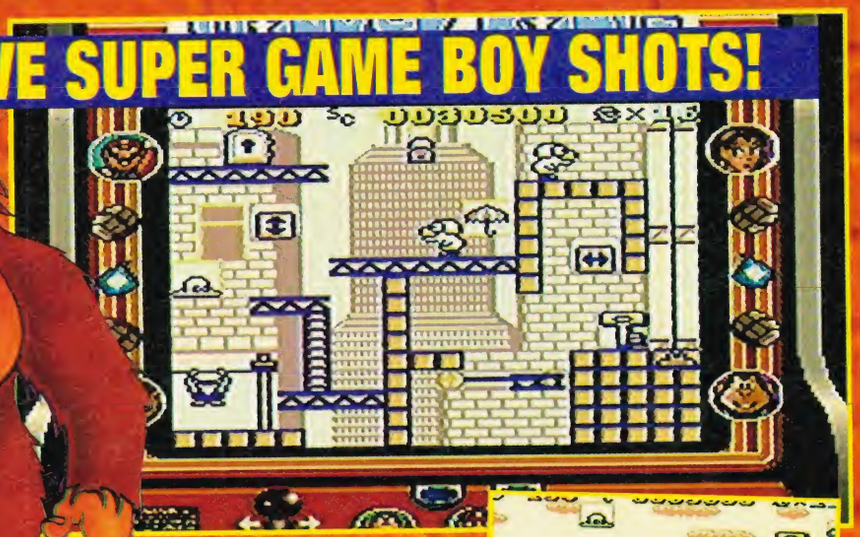
Just to make things a little easier, additional time can be collected in the form of small clocks lying around. Not only do these help you on the current level, but the time is also added onto the next stage.

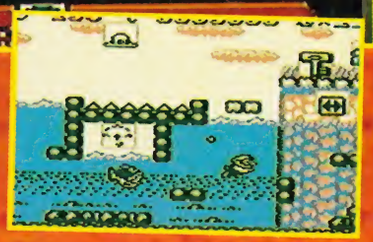
Other objects can be found along the way including a speed-up icon which sends your spacecraft spinning around uncontrollably for a short while, and deadly skulls which kill you instantly.

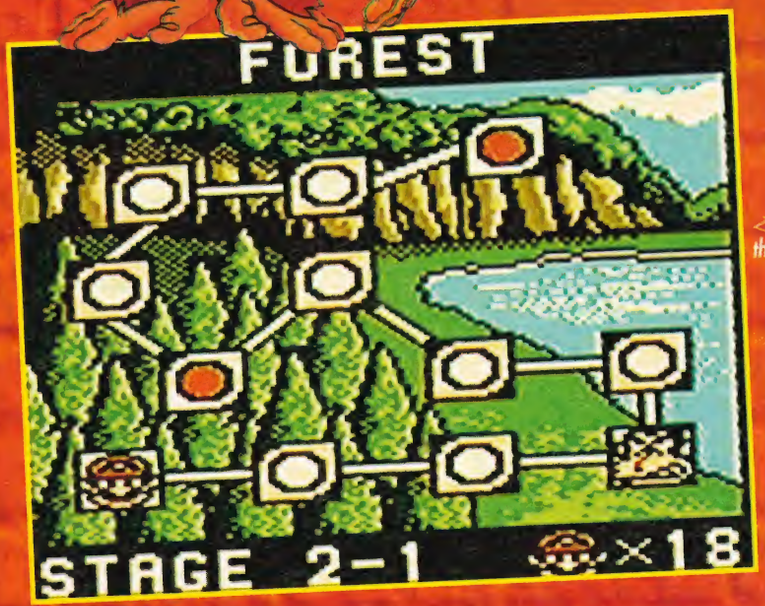
Progress is a difficult enough task in itself because you must move forward one pod, then stick it down and bring the other arm above it. The whole thing moves like one of those sticky monsters you could throw at the wall and they would slow roll back down to the floor.

Some of the landscapes which make up the game include ice, mountains, islands and forests, and as you progress through the game you will discover lifts and other useful gadgets which help you up the side of mountains. *L.U.C.L.E.* also includes a trial mode where you can choose any level and attempt to beat the best time. The cart has a battery back-up save which means best times can be saved, as can games you are in the middle of playing. *L.U.C.L.E* looks like being a highly original and addictive puzzler, so look for it in September.

EXCLUSIVE SUPER GAME BOY SHOTS!



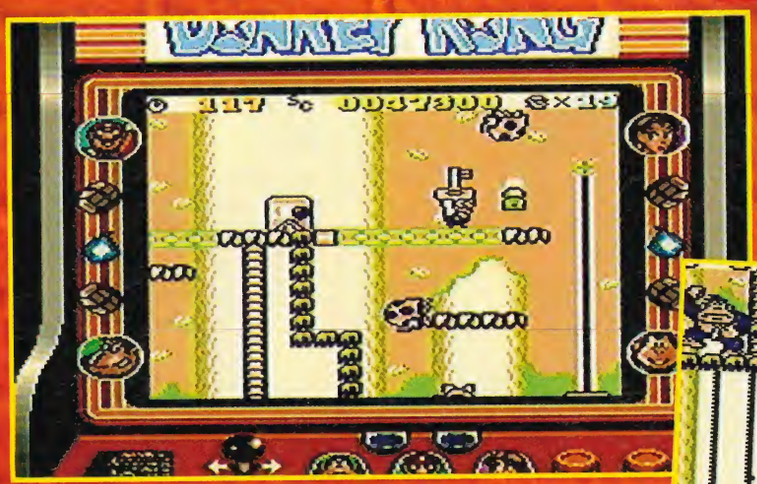




◁ This map plots your route through the world.

▽ If you collect three items on each level, you'll be allowed to enter a bonus game.

DONKEY KONG '94



◁ With key firmly held aloft, Mario wanders in search of the exit.

PRODUCER
NINTENDO
(061) 832 6633

PRICE
£TBA

CART SIZE
1MBit

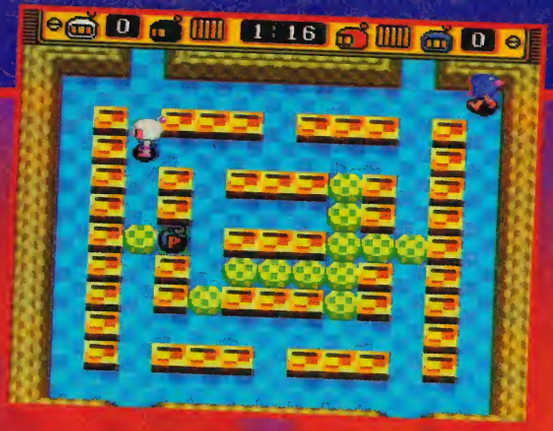
As *Donkey Kong* was conceived and converted into a coin-op in 1981, the idea of the game is incredibly simple. Mario must scale 100 levels of girders and lifts to grab Princess Daisy (it was a girl called Pauline in the original – Ed) at the top before the hairy powerhouse steals her back and ascends to the next level. As the game progresses, each stage (now scrolling over more than one screen!) becomes more intricate than the last, and is complicated by other enemies, falling barrels and pits.

This game was written by Shigeru Myamoto's in-house team and it bears all the famous hallmarks of the creator of Mario. The playability is spot-on, with excellent sidetracks to the main task, such as collecting the three special objects on each level to receive a chance to win extra lives, and using the magic ladders to reach inaccessible areas and bonuses.

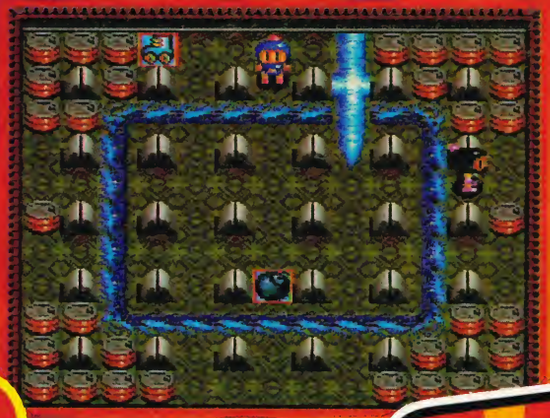
Mario's only weapons against the barrel-throwing gorilla are his trusty feet and a nifty line in super jumps; capable of propelling him over any obstacle. Each level is split into seven or eight seperate stages set within a different land, such as the waterfall or cityscape. As you complete each level you drive Kong back to his hideout until you come to the final confrontation and the inevitable guardian bashing level.

Donkey Kong is the first game specially designed for the 256 colour Super Game Boy and so as you play you get a fetching interpretation of the coin-op cabinet for the border around the screen. If you think that old games are old hat then *Donkey Kong* will definitely change your mind – it has all the playability of *Super Mario Land* and more levels and challenge to boot. SUPER GAMER has the full review next issue – promise!

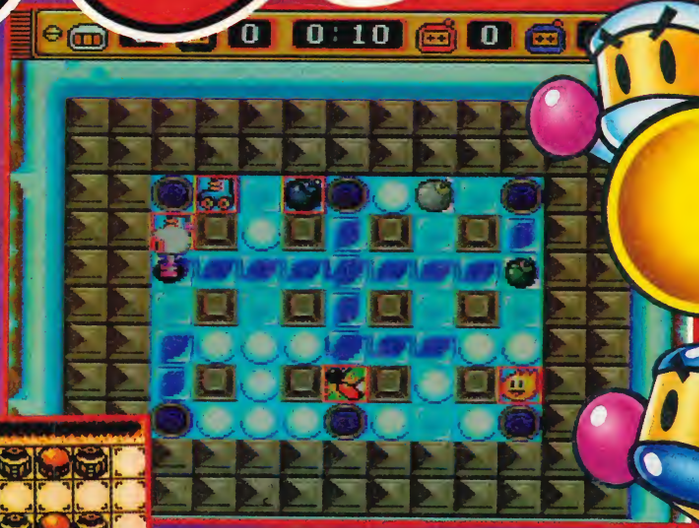
▽ Oops, could Bomberman have just laid a bomb in the wrong place? I think so.



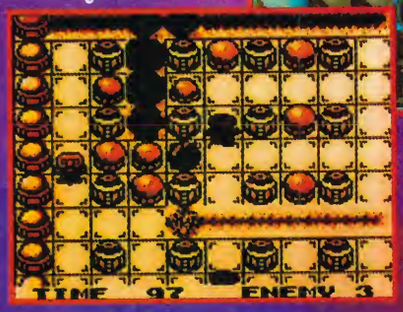
▽ Life's tough in the trenches, some roller skates might help.



SUPER BOMBER



▽ The Game Boy version of Bomberman – it's coming soon!



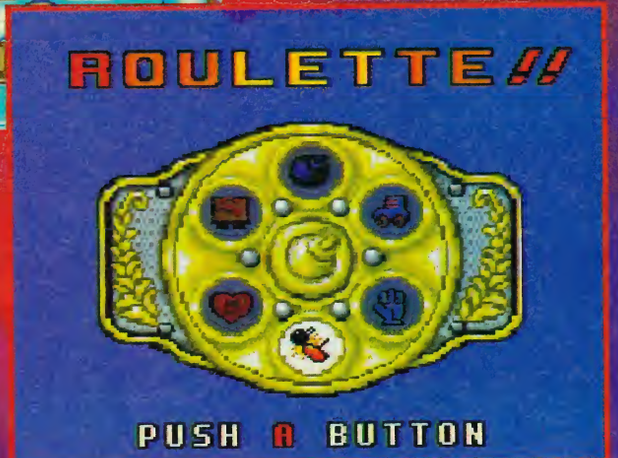
△ Take too long and the walls start closing in, in true Hollywood style. This is the time to start being very careful.

◁ *Eye-popping disaster for White as the wall crushes him!*

RMAN 2

◁ *Watch out for burrowing enemies on the ice stage, they appear from the holes.*

▽ *Win a game and you get the chance to collect a permanent power-up for the next round.*



▽ *Another close call as bomberman triggers off a chain reaction.*

PRODUCER
VIRGIN/HUDSONSOFT
(081) 960 2255
PRICE
£TBA
CART SIZE
8MBits

After an explosive debut last year, Bomberman returns in a suped-up, revamped '94 version of the mega hit *Super Bomberman*.

At the end of his first mission Bomberman decides to set up home on the peaceful planet Earth. However, events soon take a turn for the worse when a huge space craft containing Magnet, Plasma, Brain, Crazy Bombermen and Pretty Bomberwoman – the ultimate evil team, are spotted trundling towards the Earth.

This hit sequel contains many more features such as fire trenches, furnaces, switches, secret tunnels, burrowing enemies which pop out of nowhere, all new devious bosses – and this is just the one player mode!

The battle mode also contains a feast of improvements such as tag team mode, where players can team up against the computer or other human opponents. As an added bonus and incentive to annihilate the other players, whoever wins the match becomes Golden Bomberman.

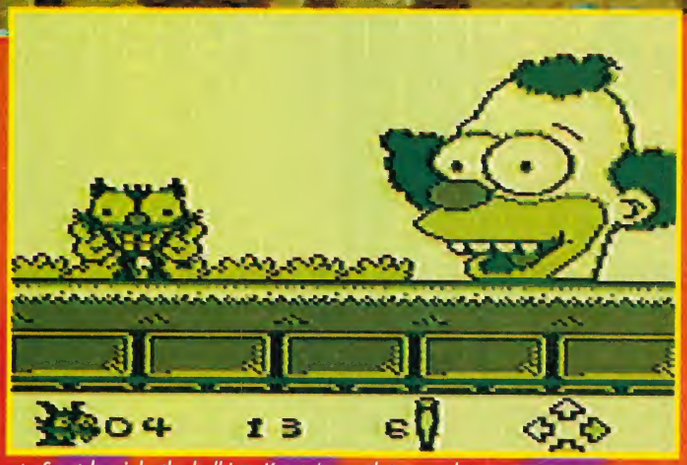
What happens here is a roulette table spins around and stops on bonuses such as extra bombs and longer flames. If you're lucky you might even land on one of the new items such as the Power Glove or the Jumping Bomb. This object stays with you for the next game and is an obvious advantage over the other players.

If all this wasn't enough, the great news for Game Boy owners is *Super Bomberman 2* on the hand-held will be released simultaneously with the Super NES version. The Game Boy version should have exactly the same options as its big brother, but with one major difference, it's going to be about £20 cheaper! You can be sure SUPER GAMER will be there with both of the reviews very soon indeed!

△ The first boss trundles on in the form of a giant turtle with wheels. You'll need more than a mallet to kill it!

◁ Woof! Poor old Scratchy should learn never to play with fire.

▽ The carnage spreads to the bottom of the sea as the comic duo star in the Pusseidon Adventure.



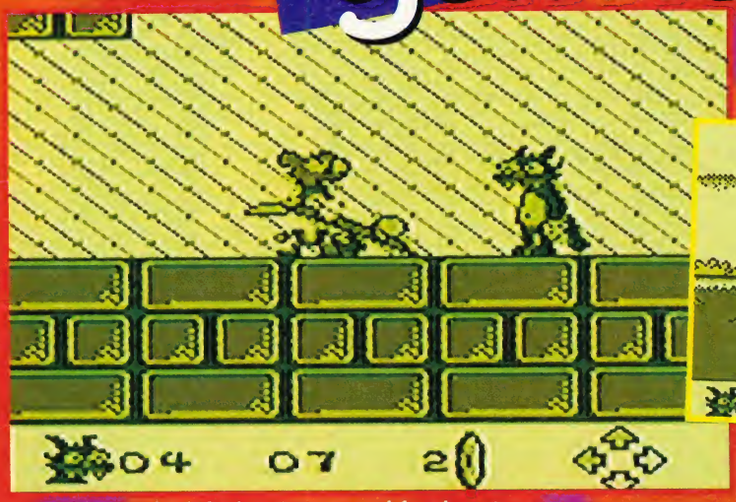
△ Scratchy sinks the ball into Krusty's mouth to complete the second hole, and mighty pleased he looks to!

▽ I hope Itchy's had his Weetabix, this trojan contraption looks pretty damn tricky.

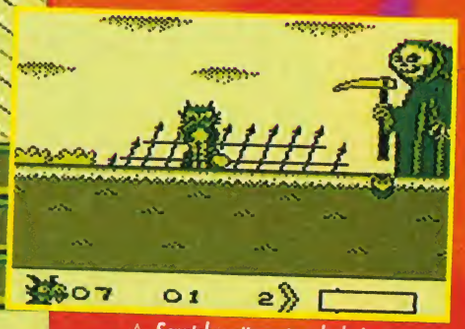
the Itchy & Scratchy game

◁ Scratchy clears some unnecessary mess off the sidewalk.

△ I've heard of head shrinking but this is ridiculous!



△ Ouch! Remember kids, decapitating poor defenceless mice is a pretty stupid (not to mention messy!) thing to do.



△ Scratchy attempts a hole in two, not bad considering the size of the course.

PRODUCER
ACCLAIM
(071) 344 5000

PRICE
£TBA

CART SIZE
1 & 8MBits

When the names Itchy and Scratchy are mentioned several words immediately spring to mind: decapitations, electrocutions, maiming, skinning, roasting and torching to name but a few! Elevated to world fame by *The Simpsons*, Itchy & Scratchy are the cat and mouse duo for the Nineties – they venture where Tom & Jerry could only imagine in their worst nightmares!

The Itchy & Scratchy Game (catchy title!), released by Acclaim this summer features the gruesome twosome at their mischievous best. You take on the role of Itchy, the goofy mouse whose sole purpose in life is to inflict unspeakable amounts of pain on his sidekick and long-suffering feline companion, Scratchy. The aim of the game is to dispose of each other using an arsenal of weaponry that would cause Sly and Arnie to have a prolapse!

The carnage is spread throughout many weird and exotic movie parodies (over 12 levels in all) such as Mutilation on the Bounty, and Juracid Bath! Each has superb cartoon graphics and some of the most painful death moves since *Mortal Kombat*.!

The pair also star in *Miniature Golf Madness* on the Game Boy. This time, you play Scratchy in one of the most bizarre golfing games ever. Your aim is to sink the ball on a variety of wacky crazy golf courses in as few strokes as possible. However, your task isn't made easy by Itchy who constantly crops up to blow your brains out!

Naturally, the long-suffering puss can retaliate by finding a multitude of weaponry with which to temporarily rid the path of the troublesome mouse. The highly original combination of platform action coupled with non-stop gruesome confrontations make both titles something to look forward to and if you've enjoyed Acclaim's previous *Simpsons* tie-in games then you won't be disappointed. Expect full SUPER GAMER reviews next issue.

PRODUCER
CAPCOM

PRICE
£TBA

CART SIZE
32MBits

The imminent release of *SSFII* in Japan is perhaps the most controversial topic in the software market since *Mortal Kombat* appeared bloodless.

For many months the SUPER GAMER offices have been flooded with calls about whether or not the game will be the Turbo version, will there be blood, and when will it be released?

Well now SUPER GAMER can exclusively reveal that the version coming to your Super NES this summer will just be *Super Street Fighter II* (so the awesome super moves aren't included – bah!), however, the game comes equipped with four different speed settings (rather like *Turbo*) with which to alter the pace of the game to suit your needs. Capcom say it will be faster than *Turbo*.

Super Street Fighter II offers the player four different modes of play. There is the usual one and two player modes, as well as two brand new features which are the Group and Tournament Battle. Group Battle was included in the Special Championship Edition of *SFII* on the Mega Drive, and it allows you and a partner to select up to eight characters and then pit them against each other.

This mode also comes with an elimination game, where the winner stays on – the player who loses all of their characters first, loses the match.

Finally there is the Tournament Battle mode, where up to eight players can compete for the championship. Each match is played in succession as opposed to the excellent simultaneous link-up method seen in the coin-op.

SSFII also features enhanced backgrounds and moves for the existing characters, and let's not forget the inclusion of four new characters, complete with a radically new set of stages and special moves to enhance the appeal.

All this is crammed into a whopping 32Mbit cart (in the US they say 28Mbit, by the way), which, realistically speaking won't be cheap.

So after the "disappointing" sales of *SFII: Turbo*, only time will tell if Capcom can pull it off a third time. Although the game won't see an official release until next year, *SSFII* is available on import at the end of June.

CAMMY

Front Kick – This uppercut-style kick is easy to retaliate against, however, if timed right it can be devilishly effective in combos.

Cannon Drill – This horizontal spiral kick is great for long range attacks and can be easily followed up with a Front Kick.

Spinning Knuckle – Similar to Guile's reverse punch, this cheeky move is twice as vicious.

T. HAWK

The Hawk – Similar to Dhalsim's Yoga Spear, the tribal dude will soar through the air like an eagle.

Thunderstrike – This is like the Hawk, only in reverse. You fly upwards and lunge at your prey. Good for stopping aerial attacks.

The Storm Hammer – A lethal show-stopper in which Hawk literally buries his opponents head!

Here is a brief rundown of some of the exciting new moves to look forward to when the cart hits the streets. Expect full pictures and techniques in our massive review next issue.

SUPER STREET FIGHTER II

THE NEW CHALLENGERS – AND THE NEW MOVES!

FEI LONG

Rekka Ken – This move is as lethal as Honda's Hundred Hand Slap. It can be repeated three times in a row for maximum damage.

Rising Dragon Kick – As simple as the Hurricane Kick, but twice as deadly. Remember to wear fire-proof togs!

DJ MAX

Hyper Fist – This dreadlocked demon kick boxer will unleash a torrent of powerful punches which can floor an ox.

Max Out – Like a Sonic Boom, only bigger. An effective projectile attack which is hard to avoid.

Double Dread Kick – A lunging kick which is painfully effective if timed right.

BALROG

Shoulder Butt – A great uppercut type move which is ultra-effective for quashing aerial attacks.

M. BISON

Flying Psycho Fist – A stunning aerial attack which is hard to anticipate and retaliate against.

BLANKA

Beast Leap – This nifty move allows you to skim across the ground like a tumbleweed. Good for evading projectiles and confusing your opponent.

RYU

Red (stun) Fireball – As well as his conventional fireball, Ryu now comes equipped with an extra flame force which is guaranteed to make his opponent see stars!

KEN

Flaming Dragon Punch – Some dim bods thought this move was in *Turbo* – Doh! By executing a hard Dragon Punch, Ken will engulf the unfortunate victim in a torrent of flames.

CHUN LI

Kioken (fireball) – This is basically the some move as in *Turbo*, although it is now a lot easier to execute and she strikes quite a sexy pose whilst unleashing it.

E Honda, Guile, Dhalsim, and Sagat remain the same as *Turbo*, although new frames of animation and additional normal attack moves have been added to all of the original characters, but more about those next issue!

ZANGIEF

Siberian Suplex – A devastating move which is just as annoying to execute as the Piledriver. The crazed wrestler will grab his opponent, jump into the air and then dive down with the poor soul clenched above his head – ouch!

Siberian Bear Crusher – A long range move where Zangief lunges at his opponent and pummels them into the turf!

VEGA

Claw Thrust – Rather like Bison's torpedo, this move is easy to incorporate into combos and is fiendishly hard to block.

E. HONDA

DHALSIM

GUILE

SAGAT

PREPARE TO ENTER THE VORTEX

EXCLUSIVE FULL LOOK AT THE NEXT SUPER FX GAME!

Sony had to choose one UK magazine to bring you the scoop of their greatest game yet; who else but SUPER GAMER was big enough to handle the job?

You may already have heard of *Vortex*: the latest Super FX game, but SUPER GAMER has gone one better than just printing some pictures and a bit of vague rumour – we've got the game!

Sony has just acquired the rights to distribute *Vortex* in the UK and this is indeed a major coup for them, because, from what we've seen, it is going to be a fantastic game. Only Nintendo's *Stunt Race FX* (appearing in September, hopefully) has a chance of stealing Sony's thunder, but first glimpses of *Stunt Race FX* at the Spring ECTS were not that good.

Vortex was programmed by Argonaut Software (responsible for *Starwing*) but more specifically it was written by a team led by Mike Powell who has crammed just about every Sci-Fi cliche into the game.

△ *This huge guardian attacks you on level four. Each of the bosses in* Vortex *have specific weak points like in* Starwing.

For a start you control a robot which can turn into a plane, a car or an indestructible shell in a series of complex but slick movements. You fight a multitude of bizarre and exotic enemy ships and war machines (all fully shaded in Super FX 3-D!), and you must solve puzzles and explore underground complexes just like the wireframe game *Mercenary*, by Paul Woakes.

If you want an incisive delve into Mike Powell's mind, take a look at our exclusive interview with the man and his dream on page 32, but if you want to know all about the forthcoming game, then read on!

△ *The walker gets attacked by a helicopter and a tank!*

THE AKI-DO INVASION

The plot of *Vortex* is incredibly complex and features plenty of rebellions and counter-attacks throughout the Deoberon System of the galaxy. Lord Hannibal Barkahn was angry that all the weapons for the System were kept on the distant planet of Gravis, and so an invasion by hostile forces would be able to destroy most of the planets before any form of defence could be mustered.

Barkahn formed a coalition of seven generals from the four wasteland planets of Cryston, Thermis, Voltair and Magmeno and set about a bloody rebellion against the Emperor Deoberon. War waged for many years, but Deoberon escaped and instructed all the weapons on Gravis to be immediately dispatched against the rebels (known as the Black Troop).

A 500 year war ensued, but during the fight the Emperor's scientists constructed a device called the Artificial Intelligence Core (AI Core) to seal the four wasteland planets in a lost dimension called the Aki-Do System; ruled by the new leader of the Black Troop – General Vercingetorix.

MORPHING BATTLE SYSTEM

WALKER

The main MBS shape, the Walker has four front firing weapons which can be flipped through by using the R button and either Y or A. On the left arm you have homing missiles which automatically lock-on to any enemies in the area, and a large rocket pod which fires sets of three missiles straight ahead. On the right arm, the Walker is equipped with a laser (infinitely powered) and a large cannon which recoils and sends a spent bullet casing spinning through the air.

LAND BURNER

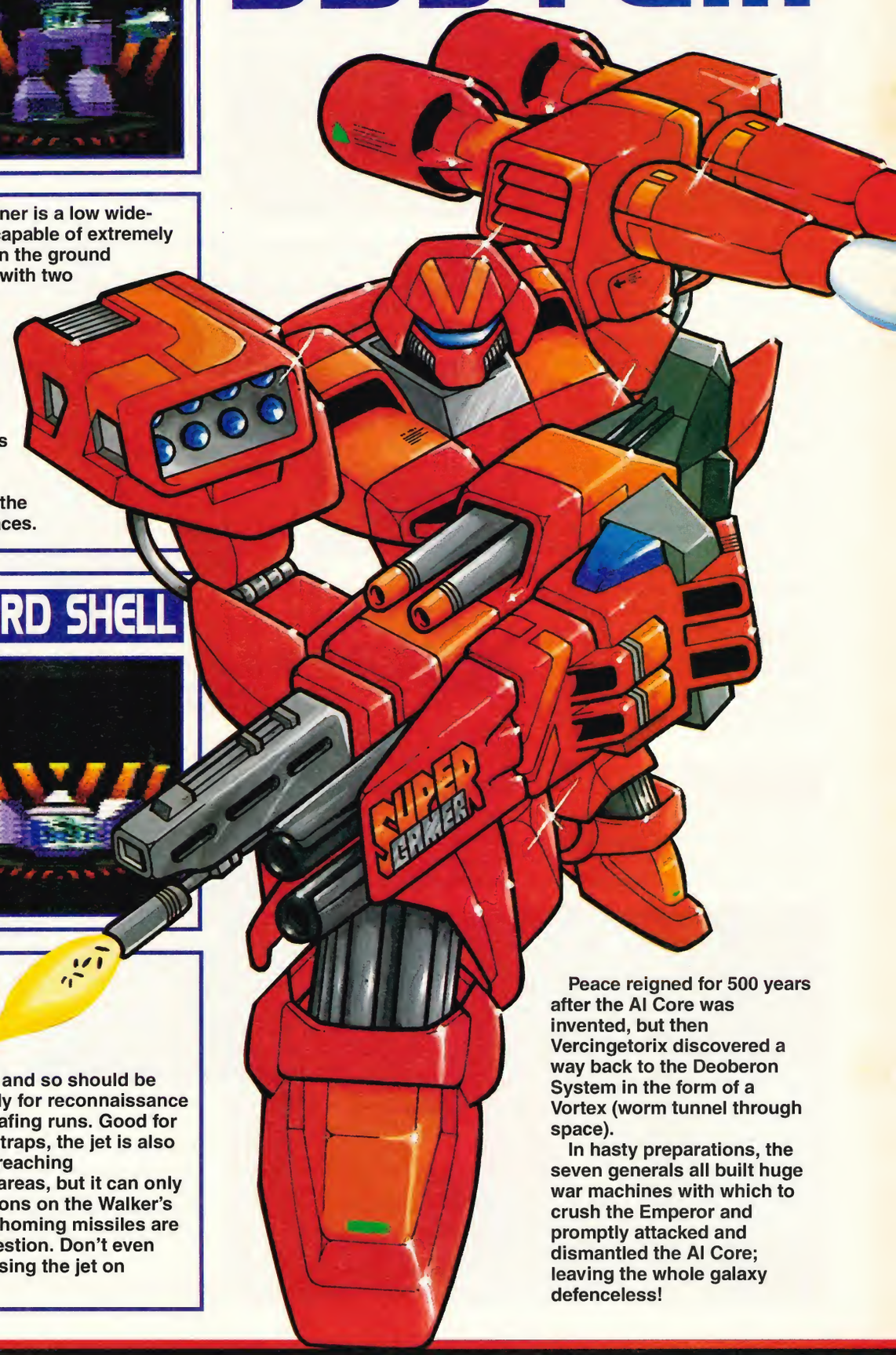
The Land Burner is a low wide-wheeled car capable of extremely fast speeds on the ground and is armed with two front firing guns. This vehicle can also turbo boost over large ravines and has the same gears as the Walker. Use this to explore all of the planets' surfaces.

HARD SHELL

If you're getting panned, the Hard Shell is the only way out. In this state you will be virtually impregnable and this is the perfect way to greet guardians, because you can sit back and watch their attack patterns. The Hard Shell is also useful due to the Electrobombs it carries, which destroy everything in the area. This vehicle will also refuel the MBS using solar panels when it is not under attack. The only problem is that it is incredibly slow (only possessing one forward gear) and so it won't get you out of trouble.

SONIC JET

The fastest form of transport, the jet also uses the most fuel and so should be used sparingly for reconnaissance or ground strafing runs. Good for avoiding mantraps, the jet is also essential for reaching inaccessible areas, but it can only use the weapons on the Walker's right arm, so homing missiles are out of the question. Don't even think about using the jet on Voltair.



Peace reigned for 500 years after the AI Core was invented, but then Vercingetorix discovered a way back to the Deoberon System in the form of a Vortex (worm tunnel through space).

In hasty preparations, the seven generals all built huge war machines with which to crush the Emperor and promptly attacked and dismantled the AI Core; leaving the whole galaxy defenceless!

△ *The idea with these blocks is to memorise the symbols and then shoot the right ones.*

So that no-one could replace the AI Core, Vercingetorix ordered the generals to take each of the four pieces of the Core back to their planets and defend them. The evil general stayed on the mother planet, Trantor, and guarded the Core itself.

Meanwhile on the planet of Gravis, word was sent for the Morphing Battle System to be used against the Black Troop. This machine is a large, heavily armoured robot Walker which can transform in a sleek Sonic Jet, Land Burner or an impregnable armoured shell at the touch of a button. Only the MBS has a chance to re-unite the five pieces of the Core and restore order to the galaxy. Got all that? Good.

RETURN OF THE SUPER FX CHIP

Vortex, the game, is set over seven levels, including the planets of Cryston (ice), Thermis (desert), Voltair (air) and Magmemo (fire), plus two vortex levels because you have to go through to the planets, then back to replace the AI Core on Trantor.

Playing the game couldn't be simpler. You begin each level being dropped from the supply ship which replenishes your shields and fuel each time you dock with it. From then on it's up to you, because unlike *Starwing* – you can go anywhere and are not just restricted to a single channel.

The Morphing Battle System is a clever idea and one which hasn't be used since the Transformers and *Deflectors* on the C64. You can use Select to cycle through the different guises, but it is much quicker if you use the Left button and Y for Walker, B for Land Burner, X for Sonic jet and A for Hard Shell. There are some instances in the game where you must use different shapes all at the same time, so getting up to speed is vital if you want to survive.

Where *Vortex* resembles a solid-state *Mercenary* is in the different missions that you must complete to meet the guardians. On the first level for example, keys must be collected to open underground hangers and inside you must find three passdisks used to open the prison building and rescue vital scientists.

The underground sections of the game must be taken slowly; using different vehicles, because each corridor is crammed with obstacles and traps to sap your energy.

MORPHING MADE EASY

LIVES
You'll never guess what this bit means...

COMPASS
Tells you – yes! – which direction you're going.

SCORE
If you can't figure this bit out, there's no hope.

DEFENCE DROID
Once found, flies around and zaps the enemy for you.

INVENTORY
Displays any items (keys, pass cards, etc) that you've collected on your travels.

RADAR
Ends those 'bad guys sneaking up behind me' blues.

WEAPONS
Shows which weapons you're using, and how much ammo they have left.

SPEED
Allows you to set the velocity of your MBS.

FUEL
Not four-star, but solar energy. The Solar Jet drinks this as if it's going out of fashion.

SHIELD
Depletes with every hit taken until you explode!

△ *This is the first level, set in the eponymous Vortex.*

◁ *Vortex takes you underground into many corridors full of traps like this rocket launcher.*

Like the Space Armada section in *Starwing*, you must avoid falling pillars, mantraps that snap around you, missile launchers and even twin cannons on later levels. This is in direct contrast to the planet surfaces where the order of the day is keep blasting and hope you don't run out of missiles!

Each of the planets has a particular theme such as ice or volcanoes, and they are crawling with different kinds of enemies, from walkers and battle tanks, to helicopters and mechanical spiders! The guardians have to be seen to be believed because they are massive, and are covered in surface detail, unlike the plain geometrical shapes in *Starwing*.

The four stages of the MBS each contain different weapons

△ *At the beginning of each mission, the supply ship drops you off. Impressive, yeah?*

which are suitable for extreme situations.The robot walker has two types of rockets on one arm, and a laser and machine gun on the other, plus you also get a nifty auto targetting system to help the combat.

The Land Burner and the jet have just a laser and a cannon at your disposal, but the Hard Shell, which is used just for protection when you are being bombarded, enables you to invoke an Electrobomb that destroys everything on the screen!

Most of *Vortex* is spent mindlessly blasting far-off enemies with your homing missiles, but the underground exploration, coupled with excellent levels such as Voltair, where you must leap across platforms that hang a thousand miles in the air, makes this game far more involved than *Starwing* ever was.

Initially there was some concern over the graphics and how fast the game would be, but we are happy to report that *Vortex* is just as fast as *Starwing* and there is far more on the screen. The Super FX chip 2 seems to be more than equal to the task of producing superb backgrounds, more enemies in close-up, large buildings and of course the many animations of the MBS itself.

Vortex's options are excellent. You get the chance to test the controls in a user-friendly baby-boomer learning mode, change the options of the game, and there's a password system to be used after each level, which is a complete life saver because *Vortex* is very hard indeed.

Our only niggle at this stage of the programming is that every time you lose a game, the password must be re-entered, and this is very frustrating. Could anything be done about that, Mike?

From what we've seen, *Vortex* looks to be just as good as *Starwing* and we have no doubt that it will be one of the games of the year. The big question on everybody's lips is when will Sony release the game officially? At the moment it is planned as a Christmas release, so sometime in November seems likely. That gives you a fair few months to start saving your pennies or getting those lists off to Santa. We guarantee that *Vortex* will cause a storm!

THE WORLDS OF VORTEX

VORTEX 1

Fly through space, battling armadas of the Black Troop to reach the first planet. This is basically just a complete blasting frenzy!

CRYSTON

The ice planet is tough because it is hard to see the enemy, but once you've got the hang of the MBS you should complete it fairly easily. A good place to start.

VOLTAIR

The air world is set entirely on floating asteroids and you will mainly need the Land Burner with its turbo boost for this one. A tough guardian awaits.

THERMIS

The desert world is very tough and full of large land craft with big guns. You will need to be very proficient with your MBS to get through here.

MAGMENO

The closest planet to the Aki-Do sun, Magmeno is covered in hazerdous volcanoes and absolutely crammed with hundreds of enemy war machines.

VORTEX 2

More of the same, but with plenty of extra ships and some particularly tough mother ships carrying supplies. At least you're on your way home now.

TRANTOR

The final mother planet is where the AI Core is being held and you must find it and re-unite the pieces to win the game. General Vercingetorix is waiting...

SUPER GAMER SPEAKS TO MICHAEL POWELL

To coincide with our mega *Vortex* feature, Ryan Butt spoke exclusively to Michael Powell, the brains behind game, about how the idea came about and how he put his theories into practice. Working as a freelance Game Designer, Michael's previous titles include the futuristic 3-D racing game, *Powerdrome* on the PC, ST, and Amiga, and more recently the underwater combat simulation, *SubWar 2050* on the PC. Believe it or not, *Vortex* is Michael's first Super NES project, quite an impressive debut I'm sure you'll agree.

SG: How long did Vortex take to program?

MP: My section took about 18 months.

SG: Who was involved in producing Vortex?

MP: I did the concept for the game, the programming, the 3-D object design and some of the level design. Nic Cusworth did most of the level design. Alistair MacNally did the graphic design and artwork. Justin Scharvona did the music, Martin Simpson did the sound coding. Stephen Robertson did the QA and additional 3-D object design. The Super FX graphic system was coded by Carl Graham and Pete Warnes.

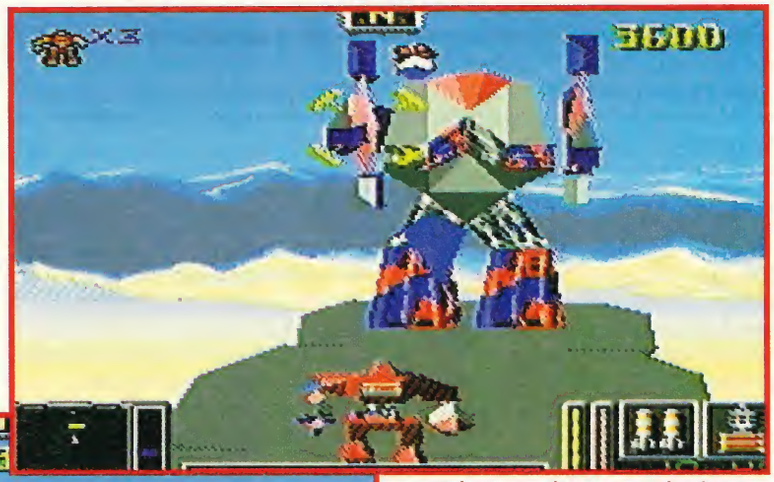
SG: How did you come up with the idea?

MP: It was something I'd wanted to do for a while, to write a game with a transforming robot and take advantage of the different forms you can morph into. When Jez (Jez San – creator of the FX chip) approached me with the early versions of the FX chip and was looking for games to utilise it, I just thought *Vortex* would be ideal.

SG: Were there any problems encountered when developing the game?

MP: Probably the biggest challenge in developing this game was getting the best out of both the Super NES and the Super FX chip. They both work in parallel to speed up the 3-D graphics and gameplay. Designing the animating forms of the battle system and the morphing sequences was also one of the more difficult design tasks.

△ *At the beginning of the game you are given a briefing on your mission.*



△ *Voltair's guardian is a complete heavy metal nutter with rocket arms!*

▽ *Flying across collapsing platforms on the planet of Voltair.*

SG: Was there anything you would have liked to have put in there, but couldn't?

MP: We had to be careful of memory space because everything had to fit into a 4Mbits. Luckily, 3-D objects can be compacted quite tight so you can fit loads in. In terms of the actual gameplay, I think I would have liked to have put in more digitised speech, and maybe some more bit-mapped artwork.

◁ *To open the hangers, collect the key and walk into the key hole shown here.*

SG: What is your favourite level and which was hardest to work out?

MP: My favourite level is probably Trantor, as you have to use all the four forms of the battle system and all the skills you've built up throughout the previous levels. The hardest to work out was probably Voltair: the race level. We had to make sure it was possible to get round in the time, but also make it tough enough to challenge even the best players.

SG: Has the FX chip been pushed to its limits by this game?

MP: I think there are different ways in which it can be used. *Vortex* is perhaps the limit of its 3-D capabilities. There is more that can be done with its sprite mapping capabilities. Although I'm sure there'll be more 3-D games, after all so far there have only really been three, not including Elite's *Powerslide*. As

far as being pushed to its limits, it took us ages to get everything out of the Amiga, so maybe there are things we haven't thought of yet.

SG: How did you set the difficulty level, do you think it is higher than average?

MP: We played the game a lot ourselves and tried to tune it to a level of difficulty we felt was appropriate. There were also a lot of playtesters involved in getting it just right. I think what we're left with is a game that requires a lot of skill to master.

SG: Who is Vortex *aimed at?*

MP: *Vortex* is aimed at everybody who liked *Starwing*, especially those who liked it but wanted more control over their ship and where they went. Also, anyone who wants an exciting shooting/exploration game with unique 3-D graphics.

SG: Jumping the gun a wee bit, are there any sequels planned?

MP: Possibly, at the moment though we're just concentrating on making people aware of what you can do with 3-D.

SG: Are you worried that Vortex *is in direct competition with Nintendo's* Stunt Racer FX*?*

MP: Not really, they're two different types of game. If anything I think that they actually complement each other and help to show that it's not just a one-game chip.

SG: Why buy Vortex*?*

MP: There's nothing else like it on the console scene. It has got elements of shoot-'em-ups, flying games, and even RPGs, but all presented in a unique 3-D universe for you to explore and master. You can't just pick it up and be a master – you get better the more you play it and hone your skills. But it'll keep you coming back for more.

SG: What does the future hold for the Super FX chip?

MP: Over the next year or so I think you'll see quite a few other games using the Super FX chip, both from Nintendo and from other publishers. The chip has great sprite handling capabilities that no-one's exploited yet. So maybe we'll see a game taking advantage of that.

SG: For you, what makes a good game?

MP: I like a game that has definite skill for you to master, such as *Starwing* or *Super Mario Kart*. It gives you a lot of satisfaction to work at it and become good at the game. I also prefer 3-D games that give you a real sense of being in the virtual world.

SG: Finally Mike, what are your top five favourite games?

MP: On the Super NES they are: *Starwing*, *F-Zero*, *Super Mario Kart*, *Street Fighter II*, and *Spectre*.

SG: Thank you.

FIRST IMPRESSIONS

DAMIAN

I think *Vortex* is a first class game, but it is just a shame that Sony (who have now just got the rights) will not be releasing it until closer to Christmas. I realise that more people buy games at that time of year, but it does mean Nintendo will beat them to the streets with *Stunt Race FX*. The graphics in *Vortex* are excellent and I do like the Morphing Battle System idea – it is both original, and adds a new twist to the gameplay. Rather than just blasting mindlessly, you have to consider what vehicle to use AND how to use it. *Starwing* was brilliant, but you were always constrained to the thin channel throughout each level – *Vortex* has none of that, and the freedom to roam is what makes it a far better game. First impressions for me were good – it has all the right ingredients, but *Stunt Race FX* is also looking very good...

RYAN

When I first clapped eyes on a working copy of *Vortex* at the ECTS show last April, I was totally blown away by the sheer depth and speed of the thing. Right from the start you just feel totally in control of your vehicle and ready to take on the world. Although it takes time to master the controls and grasp the concept of altering your form at the drop of a hat, the reward of uncovering hidden sections and exploring new worlds is highly satisfying. I will say that it isn't as easy to get into as *Starwing*, but this excels in many areas which *Starwing* only dreamt of accomplishing, such as being given the freedom to wander where you want for instance. I for one will be eagerly awaiting the official release of *Vortex*, as I'm sure many of our readers will after reading this feature. Prepare to be well and truly amazed.

ANDY

I have to admit that at first glance, *Vortex* didn't seem all that impressive – the first level was similar enough to *Starwing* to make me check the label on the cart! But once past the eponymous Vortex (and its ludicrously hard-to-kill boss) things really pick up. The control system may seem complicated at first, especially to those used to the modern crop of overly simplified tosh designed for people with the attention spans of amnesiac goldfish, but many all-time classic games require some training before you can fully get into the action – and *Vortex* really delivers it. Four Mbits may not seem much, but there's enough here to put many so-called 'mega-games' to shame. *Vortex* is my tip for the surprise hit of the year – no big licence, no massive hype, just the one thing that really counts... gameplay!

KEITH

When I started playing *Vortex* and was launched into the first level, feelings of disappointment coursed through my body – I wondered whether we had been sorely mislead. However, continued play led me to became engrossed in this ever-changing game. One minute it's a shoot-'em-up, the next it's a strategy game, then just as quickly it becomes a driving game. It just goes on and on and the surprises keep piling up. Obviously the control method takes a lot of time to get used to, but once mastered 100% satisfaction is achieved. If you think this is going to be a walk through the park, then think again. *Vortex* is probably the most challenging game i've played all year and requires hours of dedicated concentration. This is going to scoop awards, believe me!

COLOURS, SO MANY COLOURS!

Nintendo has just finished its only piece of hardware this year – the Super Game Boy, or SGB as we like to call it (just because it sounds like something out of Captain Scarlet!).

This mini mechanical marvel slots into your Super NES and allows you to play humble Game Boy games – in colour! Yep, you heard correctly, now you can take advantage of the hundreds of Game Boy games out there and treat yourself to a few for the price of just one Super NES game!

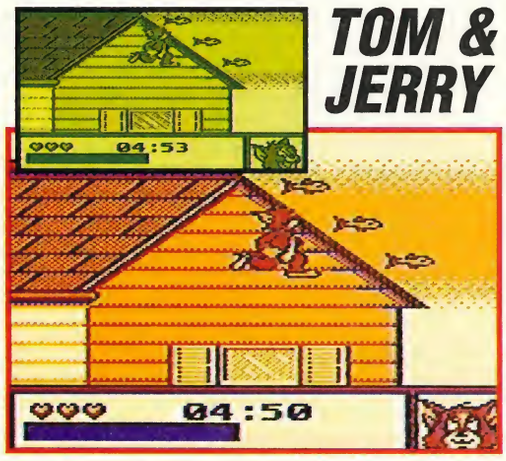
Will this succeed in killing off Super NES sales, as everyone goes out and buys *Link's Awakening* and *Warioland*? Or is the SGB the vital injection of enthusiasm that Nintendo owners have been crying out for? SUPER GAMER investigates...

◁ This innocuous little box is the Super Game Boy. Slightly taller than a normal Super NES cart, it's the key to a whole new catalogue of games – at bargain prices! And SUPER GAMER got it first!

EXCLUSIVE: SUPER GAME BOY REVEALED!

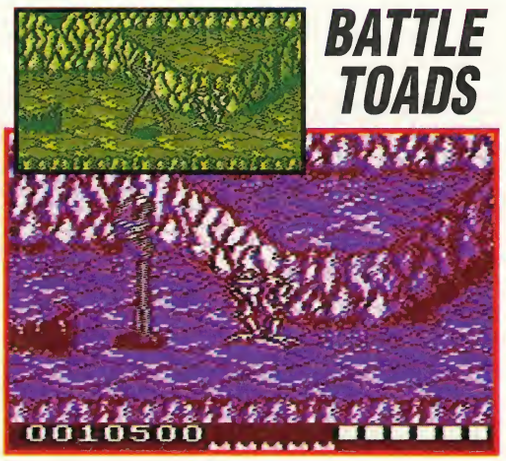
BEFORE AND AFTER!

TOM & JERRY



PANG

BATTLE TOADS

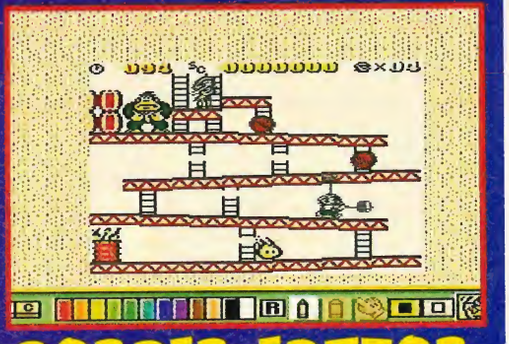


OPTIONS

Pressing L & R while playing the game will bring you to this, the main option screen of the Super Game Boy

BORDER SELECT

This menu gives you a choice of ten borders to choose from. The far right icon represents the home made border.



BORDER EDITOR

Here is where you can create your own border. There are 12 colours to choose from and two kinds of brush.

Ever since the Game Boy was released in 1991, Joe Public has been crying out for a colour version of their favourite hand-held.

Rumours were rife that the Game Boy Mk II would soon be released, a story which Nintendo always denied, claiming that a colour Game Boy was not a viable option until battery technology improved enough to sustain the drain on power that a colour screen would surely demand.

Nintendo obviously overlooked the fact that at this time they had just released an adapter, which as we all know allows you to play the Game Boy through the mains, thus effectively rendering batteries redundant. But now that's all changed – at last we can finally say that the colour Game Boy is here, well – in a manner of speaking anyway.

The Super Game Boy is in fact an add-on for your Super NES. It will be released in the UK in the first week of September and will cost £49.99. Basically what happens is you slot the SGB into your Super NES, put a Game Boy cart into the top and the game appears on your TV, complete with a natty series of programmable borders to utilise the 256 possible colours.

Now for some rumour busting. The SGB WILL run all existing game Boy games, but only in the normal four colour shades with one of the existing background designs. You can change any of the four colours at any time in any pattern to create some of the worst colour clashes since the Spectrum 48K days!

All new Game Boy games (programmed in SGB mode) will be able to run in full colour mode, and that means 256 on static screens like the borders, and up to 13 in the actual game. Many of the colours used will be different shades and textures.

The colour mixing screen, or (as we like to call it here) the vomit box, allows you to adjust the hues on the game screen from a selection of 52 and then use a special shade change gadget to create up to 256 different colours! Incredibly you can actually have 256 colours on screen at once, but only on things like the title screen.

But the SGB isn't just a handy way to play games on a big TV, there are a host of options and attributes that can be adjusted and tweaked, such as background colours and the control method.

The first option is the on-screen game colours. There are 32 palettes of four colours each. All you need to do to change the colour of the play area, is move the cursor onto the palette you desire and press the A button. The screen will now change to the new colour settings. If for some reason you find that the colours you have chosen are not to your liking, then simply press the X button to revert back to the original configuration.

The next option is by no means a necessity, but it's one of those amusing little things, that Nintendo tend to do on occasion. What we have here is the border select. Yes, you can choose from ten border images ranging from cats to obscure optical illusions and clouds. Plus, if the game you are playing is one of the new cartridges, the SGB recognises this and adds a small smiley face which means there is a new background to select (in *Donkey Kong* it is a drawing of the original coin-op cabinet).

Another strange side-effect of the SGB's capabilities is that you can also drawn willy nilly all over the screen if you wish; scrawling rude words over Mario's face, adding notes as you play, or even just creating an expressionist painting while you are waiting for some playability to appear in *Road Rash*!

For budding Leonardos, you can also save any of the colour coordinations using a rather long password, and this is very useful if you like to play games in the right atmosphere, but I think for £50, Nintendo could at least have used a battery back-up.

We've had the SGB for a while now and it certainly enhances our Game Boy gamesplaying, but the real question is whether you, the Nintendo public, will buy a device which costs the price of a game, but will allow you to play Game Boy games which cost less than half the Super NES equivalents? Yes, the SGB is pricey, but we believe it will at last create a spark of interest in the tired £50 games scene. If the SGB means more people buy more games then we're all for it, but we'll have to wait until September to find out.

CONTROL TYPE

Basically this gives you the choice of selecting between two control methods. I find B as the jump button works fine.

PALETTE CREATION

Here is where you can mix all kinds of colours together to create the ultimate colour clash.

PALETTE SELECT

This, the palette selection screen is the main selling point of the SGB. Choose a colour that hurts your eyes the least!

RISE OF THE ROBOTS

EXCLUSIVE LOOK AT THE SUPER NES GAME! REVOLUTIONARY NEW 3-D TECHNIQUES!

△ *Facing off against the Crusher droid.*

▽ *Yes, it's the Super NES version! This shows you fighting the Soldier Droid.*

Ever had the feeling you were being conned? There we were jetting all the way up to Congleton to see Mirage and their new game *Rise of the Robots*, and then finding a game that looks suspiciously like *SFII* with a bit of *Terminator* thrown in. Could this be the future of games? Surely it's just another beat-'em-up, isn't it?

Well no actually, because not only is *ROTR* the brainchild of ex-Bitmap Bros designer Sean Griffiths, not only does it feature the latest fully rendered graphics and animation you could die for, but the game is also damned playable and coming to a Super NES near you in October. Reason enough to read on? Absolutely!

△ *This is the fully rendered version of the character you play in* Rise of the Robots: *the Cyborg!*

So what's all the fuss about then, and why are people saying *ROTR* is the next generation? Well for a start, this game uses the latest 3D Visual Contouring (3D VC) technology to create fighters so realistic that you'll want to go down to the arcade and laugh loudly and point at the sad, shambolic square-heads in *Virtua Fighters*.

Also, *ROTR* has the huge backing of Time Warner (one of the largest entertainment companies in the world!) so they must be pretty confident that it will do well, especially as a coin-op version has already been finished and will be on the streets in a few months time.

Put simply, *ROTR* contains characters that look and move exactly the same as in real life, in fact – larger than life. Every

△ *The Mirage offices in Congleton. Looks a bit like a pub, doesn't it?*

fighter in the game is created using the same technology as the T-1000 in the film *T2* and the 'raptors in *Jurassic Park*. Consequently, they make the digitised players in *Mortal Kombat* look like fuzzy, badly developed fifth generation copies. Forget Rotoscope and DSP chips, this is the future, baby!

To get the inside story on *ROTR*, we spoke directly to Sean Griffiths, the man behind the game: he thought it up, designed it and is now creating the robots for the PC version and the coin-op (which is basically a 486 PC in a cabinet!). When Sean joined Mirage at the end of 1991 his first task was to produce a massive book outlining the ambitious project; this has been used to plan the game's progress, and it is now residing in the SUPER GAMER offices (ahem).

Mirage is the main company, but Instinct is the name of the in-house development team behind *ROTR*. Instinct is a small team of dedicated programmers and artists with one game designer who oversees the whole project (Sean) and makes sure the game has "perfect playability", as they put it. This is a similar system to mega-successful teams like Sensible Software and Bullfrog, as it means more personal and professional games.

Mirage's philosophy is one of simple purity. "We want to create high quality multi-media titles and if that means only one game a year then that's the way we want it" explains marketing manager Julia Coombs. In fact *ROTR* is Mirage's first console game, so it had better succeed.

Work began 18 months ago in 1992 and now they have in production versions for the CD32, Super NES, Mega Drive, Mega-CD, 3DO, CD-i, Amiga 1200, PC floppy and PC CD-ROM. Nothing like minimal exposure is there?

The process of creating one of the characters in *ROTR* is incredibly complex and time consuming. In fact it is one of the reasons why the game is unique. At the beginning the artist, Sean Haden whips up some sketches (as suggested by Sean Griffiths) and then builds on the basic idea until one of the robots is fleshed out and can be used as a template for the computer versions.

Take a look at the various demonical droids and hellish hoover hybrids that litter the next four pages. Each one of these guys (and one gal) start their life as hundreds of linked basic geometrical shapes. Cylinders, blocks, circles and spheres – all go to form the limbs, muscle bulges and armaments of the six virus-ridden robots.

What makes *ROTR* so special is that all the characters are individually rendered using sophisticated PC equipment and a program called 3D Studio. Every single inch of robot is individually filled with the correct texture such as titanium or chrome, and then different light spots are projected onto the shape to create a three-dimensional effect.

Sean can for example draw a cylinder, then apply a rock pattern to it, wrap it around the curves, and finally make it appear that the sun is above it; causing a realistic shadow. No other Super NES game has been created in this way.

This process is called rendering and all the robots are pre-rendered before they reach the Super NES. This basically means all the data that goes to adding the effect is worked out on the PC first (sometimes taking an entire night!) and then saved so that every time the character appears in the game it doesn't take ten minutes to draw.

As each part of the robot is created and rendered, Sean then has to assemble the whole character so that it pivots in all the right places and can move without being restricted by any of its features. Some robots for example may not be able to move in a certain way because of a longer limb or a huge gun getting in the way.

"The humanoids were the most difficult to get right" explains Griffiths, "it's because you know

▽ *Hey, it's Tony Stoddart, the dude behind the Super NES version of the game. Smile please!*

LOADER

First line of defence. The Loader was first put into production in 2123 and has now been outdated. Has exceptionally powerful arms and a strong frame. Low risk.

BUILDER

Codenamed: BHF03, the Builder is the largest and most destructive droid in the game. Low intelligence, but can deliver hard punches. Low/medium risk.

NO SIR, RENDER

SUPER GAMER gives you robot rendering in three simple stages (although it's much more complicated than that!). First of all, the robot's features are created using many different objects in wireframe (1). The nose in this droid (the Soldier), is made up of a series of cylinders that are submerged into the face to create bulges. Once the design has been completed, Sean begins to render the shapes, using light sources and texture to simulate 3-D shapes (2). Finally, the finer detail is added using 3D Studio (3) and it's ready for animating!

how they should move and so if it is out by a tiny margin, then it stands out immediately. With a weird shaped robot you can do just about anything. You created it, so you can decide how it is animated."

Once the design has been finalised and Sean has created the fully rendered character in 3D Studio, he must then set about animating each one using the same program. Luckily, 3D Studio allows you to animate your creations in any way, then string together the moves to form combos and realistic combat.

As mentioned before *ROTR* is actually being created with the same technology that brought the dinosaurs to life in *Jurassic Park*, but as Sean explained, some of the mechanics involved in the game are a lot more complicated than Tyrannosaurus and Velociraptors!

Finally, the fully animated and rendered graphics are then used instead of sprites in the final game, and in fact take up a similar amount of memory as the humble pixels used in every other game ever produced. The backgrounds and story link sequences are also created using the 3-D software for additional realism.

Each character in the game takes about two months to create and fully animate – and there are six enemy robots in the game, plus the central hero known simply as The Cyborg!

When you consider that every single shape for every single robot has to be rendered using the right pattern and light source, then you can begin to see what a nightmare job it was to create the graphics for *ROTR*. And then of course there's still the gameplay to consider...

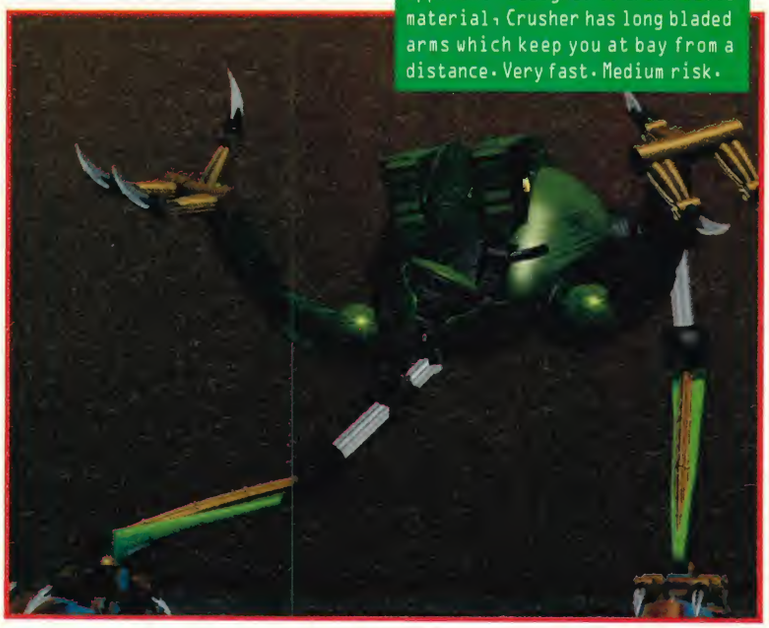
Did SUPER GAMER get to play the game – but of course, would we ever let you down? On the subject of playability, it is worth mentioning that besides boasting incredible graphics, *ROTR* also contains one of the most sophisticated artificial intelligence routines of any game. What this means to the person who has bought the game is that the

△ *Sean Haden is the artist behind the superb-looking robots.*

▽ *The coin-op is already nearly complete.*

CRUSHER

This is your first serious opponent. Designed to crush waste material, Crusher has long bladed arms which keep you at bay from a distance. Very fast. Medium risk.



SOLDIER

A pure war machine, Soldier is built from a Manganese sub-skeleton coated with Teflon (like Robocop!). This droid is fast and agile, watch out! High risk.

◁ *Sean Griffiths is the ex-Bitmap guy behind the whole* ROTR *concept.*

enemy will gradually learn all your combos and then begin to fight back intelligently! There will be no trapping the robots in a corner and repeatedly pressing the fire button with this game, you will have to use your brains as well as your fists.

So now you know why *ROTR* is the most complicated and ambitious game yet created, but how about an exclusive look at the Super NES version?

As with the graphics, Sean has also included an intricate and plausible storyline for the game. Set in the future, the leading manufacturer of military and industrial robots, Electrocorp, had recently become completely automated; leaving a single command droid called the Supervisor in charge. Humans beings are deemed too expensive, apparently.

Soon after the Supervisor took over, it became clear that it had been infected with an Ego virus which made it consider itself above all other tasks. The result was that the virus was spread throughout the factory and all its occupants; creating a huge robot invasion force loyal only to the Supervisor.

Obviously mankind couldn't just stand by and watch itself getting hammered by artificial warriors with cast iron posing pouches, so it sends in a lone Cyborg to battle with the robots in one-on-one combat.

The cybernetic organism model ECO035-2 is poly-synthetic alloy surrounding a living brain donated by a carefree US marine who obviously didn't have any need for it in the army. As you take control of the Cyborg, you can perform a series of moves such as punches and kicks (with an adjustable power bar to determine how effective each move is), and there are also special moves which are to be kept secret for now.

Obviously, *ROTR* would be nothing without a motley crew of metal mothers to fight and Sean has added them in spades. How do ya feel about tackling the Crusher, Loader, Builder, Soldier or Fighter droids, as well as the Supervisor herself? Never before has such a pack of deranged and frankly naughty robots been assembled in one place before. But then that's what makes it so fun, right?

The Super NES version will have all the characters of the PC versions (including all that juicy animation) and apart from losing some of the colours (the Super NES can handle 256, the PC uses millions!) and a few of the non-essential filler screens, it will be a complete conversion; using a 24Mbit cart to store it all.

One of the advantages of the Super NES version over all the others is that in two player mode, where the other player controls one of the robots, you can leap over the opponent and then swap sides. Due to the huge number of animations, this was not possible on the PC. One in the eye for the boffins.

What more do you need to know? Well, apart from the fact that there will be a full preview next issue, Super NES programmer Tony Stoddart adds that our version contains 384 frames of animation, it uses the full colour palette, has all the moves and death scenes from the PC, and the Supervisor will be extremely difficult to kill due to the fact that she can transform into liquid metal and form long blades with her arms.

Have we successfully whetted your appetites? If we have then stay tuned to SUPER GAMER for the full inside story of *ROTR* and the Super NES review near October. Who else can you trust? SG

△ *The Fighter strikes a Van Damme pose and we see how the arm is linked.*

FIGHTER

Woah - this guy is terminal! Fighter has advanced intelligence, so learns quickly from mistakes. Built in Japan, this guy uses kick boxing and martial arts. High risk.

SUPERVISOR

The Supervisor is the meanest of the lot, but you soon find out that it's a woman! Talk about equality, this hell-vixen has the ability to morph into any shape and even melt into the floor to recharge - just like the T-1000 in *T2*! Constructed from polymetamorphic titanium alloy this is the ultimate challenge!

SMASH AND GRAB!

WIN A 25" REMOTE CONTROL TV!
PLUS TEN EXCLUSIVE SMASH TENNIS CAPS!

Here at SUPER GAMER we've caught tennis fever, could this be the influence of the prestigious Wimbledon Tennis Championships? No, it's more likely to be the fact that we can't stop playing the superb *Smash Tennis* by Virgin which received 94% in issue four – one of the highest marks we've ever given a game!

Smash Tennis features brilliant graphics, addictive and amusing gameplay and is quite frankly the best tennis game for the Super NES. To celebrate the launch of this stunning game, SUPER GAMER and Branson's babes at Virgin are proud to give you the chance to win this top of the range Sony 25" Super Trinitron Television!

Sounding more like a spacecraft than a TV this amazing piece of kit boasts a built-in satellite receiver, in addition to standard terrestrial TV broadcasts. Incredibly, it also has a hundred channel tuning system, so owning this will keep you up-to-date with all current channels, and you'll be ready for new ones as and when they happen. Hopefully it should keep you glued to your screen well into the 21st century!

We only want the best for our readers so we've ensured it has as many other features as possible such as Nicam Stereo with a Spectrum Sound System, Menu System with Auto Tuning and Labelling, Infra Red Remote Control, Advanced Fastext with 5 page memory and 3 SCART sockets, as well as AV and Y/C sockets.

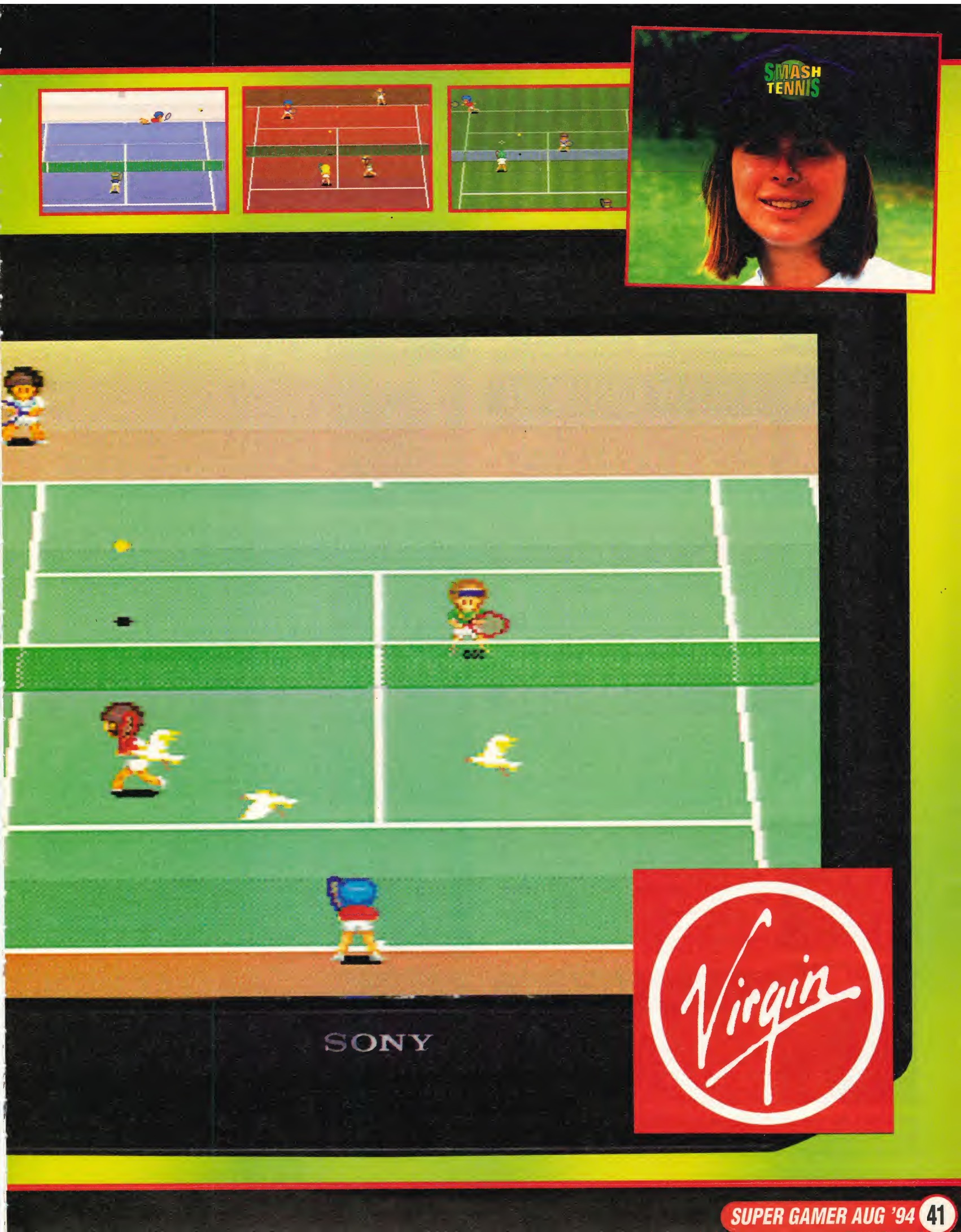
Even if you aren't the lucky winner, you could still end up with a stylish, exclusive, limited edition *Smash Tennis* cap, of which we have ten to give away as the runner-up prizes.

Summer does strange things to your head, so while it would be fair to ask you to three ultra difficult questions, we've opted for a more generous approach and have decided to virtually give it away by asking you one simple question. Get it right and the TV could be sitting in your lounge next month. Just answer the following question and send it on a sealed envelope or dirty postcard to the address below.

Q: What is the name of the court where Wimbledon's mens and womens finals are held?

A: Right court
B: Left court
C: Centre court (clue – it's not A or B!)

Send your answer to *Smash and Grab compo, SUPER GAMER, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* All entries must be in by 6 August, otherwise you won't stand a chance of winning at all, because you'll be far too late. So come on get those postcards in now, and remember the editor's decision is final and he'll be looking after the television for you, so be nice to him!


SMASH
TENNIS
SONY
Virgin

MOVE OVER, KYLIE!

With all the speculation at the moment concerning the Hollywood film of *Street Fighter II*, we thought we'd pitch our three penneth into the fray with our thoughts and nominations for the central roles.

After all, with 16 central characters to cast, you can't have all box office stars like Raul Julia, Jean Claude Van Damme and Kylie Minogue (!?), so you've got to hire people like Grant Bush, Miguel Nunez and Roshan Seth – "who are they?" you may ask. Who cares as long as they're cheap, right?

Well, SUPER GAMER has no such constraints, so here is our definitive list of who should play what in the new *Street Fighter* movie...

John Inman IS RYU

Old Inners is back with a vengence! After his partner is viciously gunned down outside his house, John swears revenge. Chief Brody immediately takes John off the case because "it's just too personal", but Inners leaves the force and starts his own private war against the drug dealers, along with his black side-quipping partner Murtag. No-one messes with Inners!

Tia Carrere IS CHUN-LI

The girl who won Wayne's heart in *Wayne's World* was the only one for this part. Lithe as a panther, gorgeous to behold and more than a match for any mere man – Tia Carrere as Chun-Li is the ultimate female fighting machine. Bung Tia in a low cut blue suit which shows off all her assets and Chun-Li is born!

John Goodman IS E HONDA

Fresh from playing Fred Flintstone, John would be the perfect casting for the mammoth mound of oriental flab. After such hits as *King Ralph*, and *Barton Fink*, John is currently gagging for a decent part with plenty of one-on-one fighting. Bung a tea towel around his waist, apply the odd bit of face make-up and John is the spitting image of Honda.

Big Ron Tarr IS ZANGIEF

Who's that big hairy bloke at the back of the Queen Vic in *EastEnders*, buying a pint of Churchills and quipping the odd one liner at Arthur Fowler? Why – it's Big Ron, alias Ron Tarr – the man with the dead sheep around his shoulders and the only guy in our opinion who could play the part of the burly Russian wrestler Zangief. Ron Tarr fan club, anybody?

Brian Glover IS SAGAT

Yes, a surprise we know, but only Brian is loud and bald enough to play Sagat in the film. Of course he'd have to grow a few feet and lose an eye, but what is acting if not the chance to make sacrifices in pursuit of art? What really decided this for us was Brian's fabulous performances in *An American Werewolf in London*, *Alien 3* and *Kes*.

Anthony Hopkins IS VEGA

It was seeing Anthony in that mask during *Silence of the Lambs* that illustrated his versitility in playing Vega – the razor-clawed Spanish psycho! Just think of all those classic lines that could be woven into the plot "I'll help you catch him, Chun-Li", or "Ryu once tried to fight me, I ate his liver with some fava beans and a nice chianti!"

Emily Lloyd IS CAMMY

This girl's meant to be British, right? Well why are Hollywood trying to cast Kylie Minogue (an Aussie!) as our femme fatalé? Emily would make the perfect Cammy. Interestingly enough, Emily has been tipped to play Tank Girl in the recent film, and Tank Girl is meant to be Australian – ironic, no?

Wesley Snipes IS DEEJAY

Having Wesley on board would boost the budget considerably, but it would be worth it to see the orange mohican-wearing co-star of *Demolition Man* strut his chaotic stuff on the Street Fighting stage. Other contenders for this part were Danny Glover, Danny Baker and Mr T. Sad, yes we know.

Lemmy from Motorhead IS GUILE

He's mad, bad, drinks a lot, wrote a song called the "Ace of Spades" and plays in a heavy metal band called Motorhead – in fact just like the well 'ard US Marine with a natty line in camouflage tank tops. Of course it would take a chest wig to rival David Hasselhoff, but we think Lemms could just about pull it off. "That's the way I like it baby!"

Harvey Keitel IS BISON

Dark, mean, moody – Bad Lieutenant Harvey Keitel excelled in *Reservoir Dogs* and now he gets his chance to inflict more violence in the Street Fighter arena. Tougher than Charles Bronson in the *Great Escape*, Harvey never did say whether he was a big Lee Marvin fan, but is he gonna bark all day or is he gonna bite?

Sonny Landham IS T HAWK

You can tell we're getting desperate here as we nominate Sonny Landham (who?) – the big Indian from the film *Predator* (oh, right) to play the tough no-nonsence Apache, T Hawk. He's big, carries a large survival knife and is of the Red Indian persuasion – what more qualifications do you need, Sonny? You've got the part.

Leonard Nimoy IS FEI LONG

One of the new challengers, not much is known about Fei Long apart from the fact that he stands in a funny way and has huge eyebrows and ears – yes you've guessed it – it's Leonard Nimoy, alias Mr Spock in the flesh! As Leonard has been known to say "I am an actor, not a Vulcan" and this could well be the role he needs to get rid of that Trekkie typcasting.

Well there you are, if you have any nominations for Ken, Balrog, Blanka, Dhalsim or even any more for the characters we featured here, then why not send them to us on a postcard for a special prize. Send your entries to the *Ron Tarr Fan Club, SUPER GAMER, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

REVIEW INTRO

The main reviewer. The final ratings are awarded by him, although other reviewers may have different opinions. The main review tells you what the game is about, how it is played, and whether it has any special features that help it stand out above other games of its type.

Despite the fact that SUPER GAMER's review system is the most accurate, comprehensive and accessible in the world (not that we like to hype ourselves up or anything), some odd-bods have still written to us complaining that they can't understand it. So that no more people will waste valuable stamps telling us they don't know who wrote the main review (hint: it's the guy whose head is at the start of the text), here is the complete guide to our reviews!

We use lots of pictures to help you get a look of the game. Remember, though, graphics are only a small part of any game – the important thing is always how well it plays, and to find that out you'll have to read the review!

The other reviewers get to offer their opinions in these comment boxes. They may agree with the main reviewer, or violently disagree! It's up to you to decide which reviewer's opinion you most agree with – after all, it's you who buys the games!

Tells you who produces the game, and their phone number. If the game is an import, we also tell you who supplied it to us.

Pretty obvious, really. In the case of import games, prices may vary, so shop around!

When will the game be on sale? Find out here! (NB: release dates are always subject to change.)

A quick summary of, well, the type of game.

The memory size of the game in megabits (8 mega*bits* equals 1 mega*byte*)

Does the game have any special features, such as a battery save or Multi-tap compatibility?

The game's controls!

Do the game's visuals knock your eyes into your head, or are they as inspiring as a bowl of cold porridge?

Heavenly symphonies – or karaoke classics? Music and sound effects get the once-over.

First of the two most important ratings. Does the game grab you from the start? Is the main character easy to control? Do you die unfairly, or far too frequently?

The second of the 'biggies'. Once you've played the game, is there enough there to keep you coming back for more, or will you complete it in a day? Is it really worth £50?

The final rating! Not an average of the others, as a game can have terrible graphics but amazing playability, this is a game's ultimate rating. Games scoring 90%+ get the coveted Gamer Gold award; these are a must!

THE OVERALL RATING

0-29%
Could any game stoop so low? Yes they could, but we didn't review *Last Action Hero* or *Cliffhanger*. Any game scoring this low should be burnt and have its ashes mixed with salt.

30-49%
Ugh. This band is the wasteland for mis-conceived, ill-executed or just plain rubbish games. If you get one of these as a present, strike the giver from your Christmas card list immediately.

50-69%
The average zone. Games lurking in here might be well-executed, but totally lacking in originality or vitality, or may have playability defects that render them too flawed to be enjoyable.

70-89%
This is more like it! Unlike other mags, who award 75% to an 'average' game, SUPER GAMER scores in this range mean a game worth investigating, especially if you're a fan of the genre.

90%+
Gamer Gold territory! Any game that we award a gong is one which by all rights belongs in your Nintendo's cart slot. Only the best get this award, so you're sure of a great game.

LOCK UP YOUR DAUGHTERS!

DAMIAN

Loves all kinds of games from beat-'em-ups to strategy. Highly keen on *Mario Kart* (champion), *FIFA Soccer*, *NBA Jam*, *Bomberman*, plus loads of old Spectrum games that nobody's ever heard of. Hates: losing, bandanas and high prices!

ANDY

Favours old classics like *Mario Kart* and *Bomberman*, but recently has given a lot of time to *Super Puyo Puyo*. Likes: adrenalin-pumping multi-player games; big robotic hardware and bigger guns. Hates: banal identikit platform games.

RYAN

Being the polite, softly spoken type, Ryan loves beat-'em-ups of all shapes amd sizes. When he's not duffing-up inferior pixels, he likes to unwind with a nice sports sim such as *NBA Jam* or *FIFA*. Hates: joypads that aren't up to the challenge!

KEITH

Keith prefers the intelligent approach and likes nothing better than settling down to a massive adventure or strategy game. However, he has been known to keep the office in check with his *Turbo* skills. Hates: Guns.

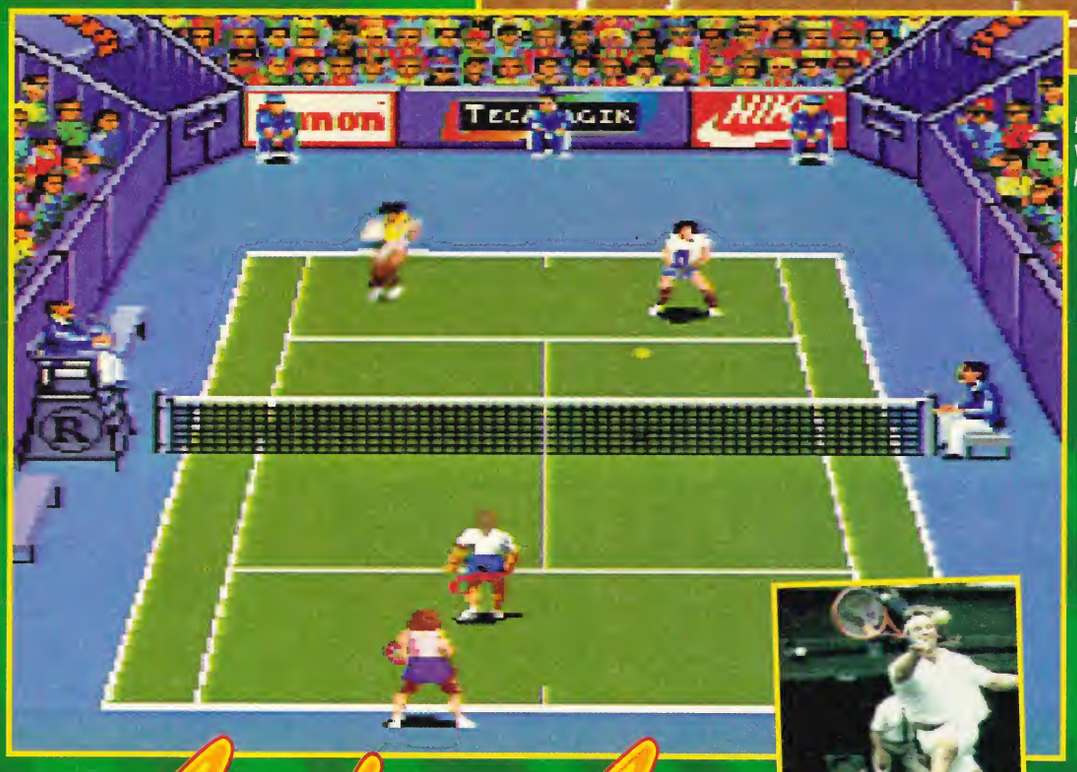
Andre Agassi TENNIS

At least Brooke still loves you, Andre!

RYAN

It's nice to get away from the highly competitive league of World Cup tie-in games for a while and concentrate on this summer's other major sporting event – Wimbledon. After all, it was only two years ago when the big name behind Tecmagik's latest release stepped onto the centre court to win the prestigious singles title. *Andre Agassi Tennis* concentrates on the sport's most colourful personality at his rip-roaring best.

The game serves up three different modes of play and you can practise your volleys against a ball machine or human opponent, participate in an exhibition match for money, or just take part in a simple knock-out tournament.



◁ *As with every other tennis game, the best way to win is for one to play at the front or back.*

△ *Gosh, a really tense moment in the doubles match.*

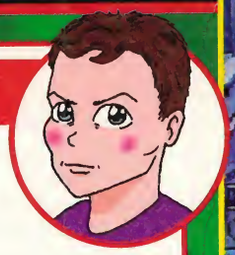
There are three court surfaces to choose from, and you can pick your budding champion from both male and female competitors, although our man Agassi is the only big name in the game (so you won't be able to replay his crashing defeat against Sampras last year!).

Although I was quite looking forward to seeing this game, my eagerness

KEITH

Without being told beforehand, I would be hard pushed to decipher whether *Andre Agassi Tennis* was on the Super NES or the NES – it's *that* bad! The characters are poorly animated and shuffle around with the stiffness normally associated with a 90 year-old rheumatic, and the sound is about as exciting as watching an unseeded match at Wimbledon. There's not nearly enough options to keep you playing longer than a day, and this game is crying out for some kind of world circuit option. Another gripe I have is the way the game is interspersed with annoying pauses halting the action. I would certify myself if I bought this instead of *Smash Tennis*; avoid it like Agassi's hairbrush!

DAMIAN



It's not as good as *Smash Tennis*!

turned to bitter disappointment when I first flicked through the nicely digitised intro screens to discover some decidely meagre options. The graphics are very poor indeed, okay they're fast, but the jerky player animation and over-responsiveness of the controls make justifying this as a worthwhile package pretty damn tough.

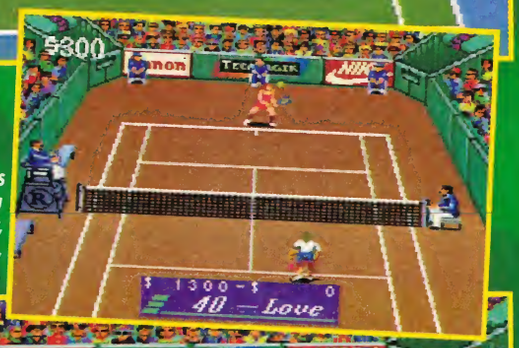
Getting into the flow of the game takes considerable patience and this is a direct result of the dodgy collision detection which often makes bad line calls and results in plenty of "that ball was in!" arguments with other players. There were many instances when I stood in a prime scoring position, drew back my racket in preparation for the ball, only to swipe at thin air as the ball rebounded off my bonce!

Although you get used to this after a while, the problems keep coming. I found the way in which the action freezes whenever a point is won or lost particularly annoying. On the plus side, the skins game is quite fun, where players try to win money, and the sound effects are reasonable but not up to *Smash Tennis* standards.

On the whole though, I found *Andre Agassi Tennis* too fidgety to be truly enjoyable. You never feel as though you make good contact with the ball like in *Smash Tennis*. Not even the doubles game, which can usually bail out a flagging tennis sim, can save the day because the action is dull and uneventful.

In all honesty, the only satisfaction I derived from this game was laughing insanely at Andre's corny quotes in the manual, and that's not reason enough to part with 50 smackers!

△ *Practise against a Dalek.*



▷ *The skins game allows you to play for money, not clothes, unfortunately.*

WHERE'S McENROE, THEN?

These swarthy mutants are the players on offer. Choose wisely!

ANDRE AGASSI

BOB CHIN

CAROL ARK

CASSIE NOVA

DON MATT

GEORGE KING

RON PEPPER

TIGER BALL

PRODUCER
TECMAGIC
SUPPLIED BY: ZAP GAMES
(0532) 590077

PRICE
£49.99

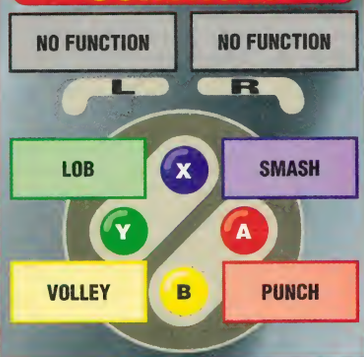
RELEASED
US IMPORT

GAME TYPE
SPORTS SIM

CART SIZE
8MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	57
SOUND	70
GAMEPLAY	55
LONGEVITY	52

OVERALL

62

RYAN

Oh no, it's only been a few years since *Super Adventure Island*, but let's face it even the original was just a blatant *Wonderboy* rip-off with the shelf life of a Chas 'n Dave tape! What possible reason could Virgin have for securing the rights to release the official sequel?

△ *Look out for the winged skulls that flutter around the platforms.*

SUPER ADVENTURE ISLAND II

ANDY

Rrrrrrg. Yet another platform game lumbered into the office, and this time something snapped. I grabbed the phone. "Hello, Mr Software House," quoth I. "*Super Adventure Island II* is in front of me. Is it better in any way than *Super Mario World*?" There was a pause, then the sheepish MD mumbled something about the graphics. "That's a bit superficial, isn't it? Any other reasons for anyone to hand over the folding stuff? Hello? You still there? Hello?" Here's a hint for any company planning on churning out another run-jump-bounce platform game – if you can't make it better than the very first Super NES game, you might as well give up and go home. *Super Adventure Island II* is presented perfectly adequately, but adds nothing to an over-used format. Master Higgins, give up and go home!

Feeling adventurous?

Although there's nothing here that hasn't been done before and better, what at first appears to be a very lame and half-hearted release becomes a very addictive and intriguing game the more you uncover.

Super Adventure Island II does away with the tedious all-platform scenario of the first game and instead heads off down the tangent previously followed by Konami in *The Legend of the Mystical Ninja*. All this means is that some clever boffins have shoe-horned in some RPG elements to entice fence-sitting D&D fans.

The pre-pubescent hero from the first platform caper, master Higgins, returns once more for another sugar-coated fluffy instalment of monster-bashing. Proving that being unlucky with women doesn't just affect aspiring young staff writers on Sega publications, Higgins capsizes his boat mid-snog and becomes separated from his newly acquired girlie; suffering an acute case of amnesia in the process. Ain't life a bitch?!

△ *That's the most severe prolapse I've ever seen!*

▽ *Higgins looked in vain for the huge enraged mammoth.*

To start with, *Super Adventure Island II* lacks any real excitement. You drift around an overhead map on your makeshift raft; trying to gain access to one of the many horizontalally scrolling platform islands. Occasionally, the action will flip to a tense raft section where – gasp, horror, probe – you must avoid a couple of fish!

If this doesn't strike you as being the kind of riveting stuff a decent game should be made of

△ Judging by his elasticated arms, this apple tree must be auditioning for Monty Python.

you'd be right, but things do start to shape up when you eventually grasp the main concept and start uncovering the secret passages to the Princess.

Super Adventure island II contains many puzzles and secret areas which can only be uncovered when certain objects or weapons have been located, so like *Soul Blazer* for example, some worlds need to be visited numerous times during the game to find and uncover all there is to see.

The fact that I drifted effortlessly through at least half of the game in the first day proves that it won't satisfy hardened RPG players for long,

DAMIAN

I must say that I think Ryan's comments are unusually harsh. *Super Adventure Island*, while being unoriginal, does cram may different puzzle elements to extend the life span. Constantly running about trying to find the Ice Sword; using levers, dropping through secret passages and even the raft sections are sometimes great to play (but mostly tedious) and portrayed with brilliant cartoon graphics. The main character is well drawn, but perhaps more animation could have been added to bring it into *Aladdin* territory. I know everyone will just say "but it's only another platform game, and there are far better ones", but I disagree. For younger players especially, this game will instantly appeal and last ages. I recommend it to fans of *Mystical Ninja* who can't enjoy the Jap-only sequel.

△ A useful skill you'll acquire later on in the game is the ability to shatter concrete blocks.

▽ Approach this old man and cross his palm with silver to learn new tricks. This time he'll teach you how to move boulders.

but I can see it as a great introduction for younger players into this style of game.

The battery back-up system means that your progress can be saved at any point, which in my opinion makes the game far too easy. Perhaps if there were restricted save points dotted around the playing area then the overall challenge would have been increased, but I still think the whole game lacks the kind of nail-biting will-he-make-it-or-not element that makes *Zelda III* so strong and evocative.

A definite improvement over the original, but *Super Adventure Island II* is out of its depth when you consider Nintendo's recent epic *Super Metroid*, which in comparison offers much more for the same style of game.

PRODUCER
VIRGIN/HUDSONSOFT
(081) 960 2255

PRICE
£49.99

RELEASED
SEPTEMBER '94

GAME TYPE
PLATFORM ADVENTURE

CART SIZE
12MBit

FEATURES
BATTERY BACK-UP

CONTROLS

RATINGS

GRAPHICS	78
SOUND	71
GAMEPLAY	81
LONGEVITY	74

OVERALL

80

MEGA MAN SOCCER

About as 'Mega' as a Mega Drive!

KEITH

This has to be one of the most unlikely combinations in the history of video games! The passion and skill of football, crossed with the power and aggression of *Mega Man*, which over various Nintendo formats must rate as the most successful series of platform games ever.

In this alternative soccer simulation from Capcom the aim of the sport hasn't been changed, it's still a case of trying to beat your opponent by scoring more goals, but it's the *method* that has changed. Weedy humans, that keep diving to the ground, crying at the slightest physical contact, have been replaced by a horde of deadly robots. Every boss that Mega Man has ever faced is here!

Yes, in actual fact Dr Wily's new plan is to take over the world by using the football match as a cover – ingenious, but the question is, can they play? Or, another suitable question after experiencing this dire game – will *you* want to?

△ *A camera-shy striker launches into a special scoring move.*

Mega Man Soccer suffers from a severe case of lead boots, in other words it's the slowest football game you're ever likely to see, and the gameplay suffers. Every time you receive the ball and set off on a run, correction, a crawl, your player is immediately tackled and the only way this can be avoided is booting it away as soon as you get it and hoping that somebody picks it up (which they never do). In short there is absolutely no skill involved in this game and very quickly I discovered that all you can do is kick the ball and hope.

The players can perform a variety of moves such as headers, overhead kicks and tackles, which are all badly animated and stop what little flow the game has. The most impressive visual aspect of the game has to be the special moves, as each robot has their own speciality such as Cutman's slicer, which turns the ball into a spinning blade and chops the 'keeper in half!

Impressive to watch they maybe, but the annoying aspect of these moves is that they are the *only* way to score, so if you run out of them (there are a set number for each team) you cannot score again!

I can see no-one getting any serious enjoyment from this cart. *Mega Man Soccer* will disappoint both sets of fans; *FIFA* fanatics will laugh at the blatently rubbish football game, and *Mega Man* platform addicts are in for an expensive shock. Stick to what you know best, Mega Man!

△ *A stunning save by the C-3PO lookalike!*

RYAN

Although I take my football games seriously, I was ready to give *Mega Man Soccer* the benefit of the doubt on the grounds of being slightly original. However, my first impressions weren't good. I did like the presentation and the way in which you can construct your own team out of the various characters, in fact all was going well until the opening whistle. *Mega Man Soccer* is far too slow, and for a game like this you definitely need plenty of speed to accompany the slightly off-beat footballing action. The graphics are good, and I liked the special moves and effects. At the end of the day though, football is football and no amount of fancy effects can redeem this sad excuse for a game. A dud.

PRODUCER
CAPCOM
SUPPLIED BY: VIDEO GAMES CENTRE (0202) 527314

PRICE
£49.99

RELEASED
US IMPORT

GAME TYPE
SPORTS 'SIM'

CART SIZE
8MBit

FEATURES
PASSWORD SAVE

CONTROLS

RATINGS

GRAPHICS	65
SOUND	63
GAMEPLAY	56
LONGEVITY	79

OVERALL

54

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MICKEY'S ULTIMATE CHALLENGE

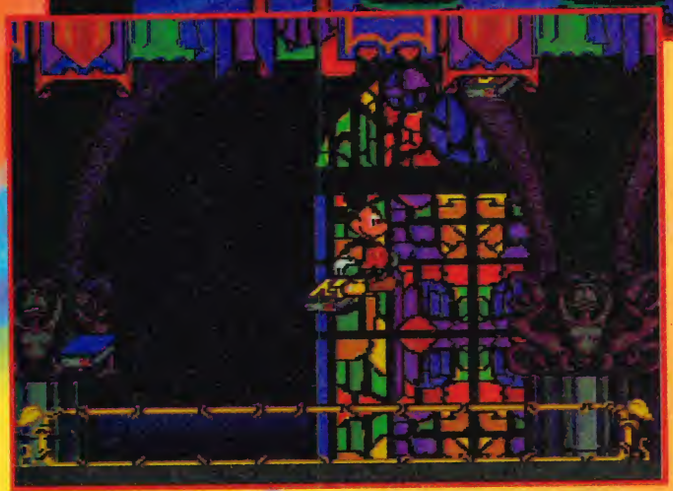
Oh Mickey, you're so fine!

RYAN

The first thing you need to know about *Mickey's Ultimate Challenge* is that it won't be very challenging if you are over the age of six. This game has been designed specifically for the younger end of the Super NES market and if you are a hulking 16-stone 25 year old then this is NOT the game for you and you should turn the page now. This game contains no blood codes, neck-snapping moves or gratuitous Disney character dismembering.

If however you are a parent, or just thinking of buying a non-violent, sugar-flavoured puzzle cutesy game with Mickey Mouse's endorsement, then you're in luck my friend. *Mickey's Ultimate Challenge* is a straightforward puzzle game and is not to be confused with *Magical Quest* by Capcom.

▽ *In this room, Mickey must help the three ducks raise the drawbridge by jumping on the right bellows.*



△ *The first incredibly interesting task is to collect letters from floating books.*

You can play Mickey or Minnie (no sexual inequality here) and the object is to visit the five locations surrounding the castle of Beanwick and find out what is causing the mysterious earthquakes. You must use your limited jumping moves to scale the obstacles and enter each of the five doors where a different puzzle awaits.

Younger kids will be immediately enthralled by the sheer variety of the Crystal Maze-style problems that you must solve in order to win a specific object, which can then be traded with the right character for a magic bean. Five magic beans will take you to the final stage of the

KEITH

Considering this is meant to be a game with a high puzzle element attached to it, there doesn't seem to be nearly enough challenge or long term interest. Granted, it's for all the knee high whippersnappers out there, but I can't see how they would prefer this to something that has real playability such as *Jungle Book* – a game which has a fairly low age appeal, but with the undeniable attraction of serious gameplay. I sometimes wonder whether games of this ilk are really worth releasing, because I really believe that the younger generation of today no longer have the 'Play School' mentality of a few years ago. *Mickey's Ultimate Challenge* is good for a laugh, especially if you listen to the sound effects which I can only describe as sounding like flatulent echoes in a public toilet. Not for me and never will be.

DAMIAN

Edutainment games for younger players are usually so patronising, but *Mickey's Ultimate Challenge* at least attempts to give value for money. True, it is ridiculously easy to complete on the first difficulty level, but there is a decent amount of playability if you stick with it. Kids will love this game (if they are 'into' Mickey Mouse) and it looks and plays well, but I can't help feeling that even six year olds would rather play something where the main characters get decapitated! *Mortal Kombat II* may be violent, but is it really *that* scary for kids to play? *Ultimate Challenge* is very well programmed, the puzzles are clever and thought-provoking, but I was left with the feeling that I hadn't got much for the high asking price. A great game for youngsters, but nothing special for 'oldies'.

△ Do aphrodisiacs work? Mickey tries some potions to make him big.

△ Match the astoundingly ugly Disney characters in this dusting sequence.

game which is a huge beanstalk (I hope I'm not spoiling the surprise for anyone by revealing that).

The puzzles include pushing potions around a huge draughtboard, trying not to trap the bottles where you cannot push them out; matching up pairs of Disney characters in a bizarre painting dusting contest, and even guessing the tools in Goofy's toolbox. It is this kind of cartoon interaction (all of the rooms contain an appropriate character such as Goofy or Donald) which makes *Ultimate Challenge* fun to play.

The graphics are typically Disney high quality, with a great bouncy castle and well drawn sprites, but I think the sound man should be shot messily through the head for the intensely annoying supermarket tunes and hazy Ozric Tentacles mood music. Certainly Disney have nothing to fear about this game spoiling their reputation for quality, though.

As I said earlier, *Ultimate Challenge* is primarily aimed at younger players, but there are three skill levels ranging from Cake (I completed the game in 15 minutes) to Challenging (I'm still trying...). This option should cater for all ages, although the simplistic gameplay will put off most people from the word go.

There aren't really a lot of games around aimed at very young children. I mean, let's face it, *Street Fighter II* probably isn't going to appeal to three year olds, which is why simplistic educational games such as this are a worthy purchase to keep screaming infants at bay while mum and dad can watch *Take the High Road.*

After the chronic *Captain Novolin*, *Mickey's Ultimate Challenge* puts edutainment back on the right rails again, and although it offers no challenge whatsoever to experienced players – it proves that toddler games can be fun, stylish and enjoyable, without being patronising.

PRODUCER
HI TECH EXPRESSIONS
(071) 935 8954

PRICE
£TBA

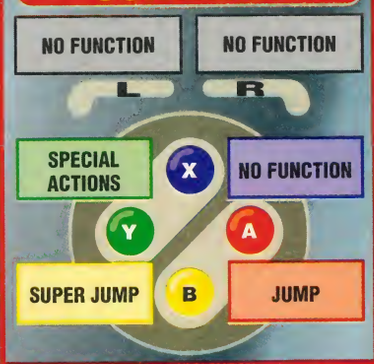
RELEASED
TBA

GAME TYPE
PUZZLE

CART SIZE
8MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	80
SOUND	74
GAMEPLAY	76
LONGEVITY	73

OVERALL

81

△ *A nifty dummy totally fools the keeper leaving the coast clear for a spectacular diving header – GOAL!*

▽ *Wouldn't it be awful if a cutesy platform game were to be released based on the J League team mascots?*

RYAN

Anyone that feels the current string of football games lack a certain spark of realism or simply don't produce a substantial enough challenge to warrant the hefty price tags, fret not because *J League* completely wipes the floor with other arcade-style football games.

The main area in which *J League* excels is in the amount of options. You have the choice to play indoors or out, in a league or tournament, two players or four, and there is even an excellent training level, but more about that later.

Most football games become obsolete once the sure-fire methods of scoring have been established, but with *J League* the action is just like in the actual sport – unpredictable!

This is solely due to the amount of kicks and volleys available which include powerful diving headers, scissor kicks, chips, and flicking the ball up and cutting it out of the air. You'll probably be thinking that this all sounds like any other football game, but once you take to the field and start kicking the ball around you realise that the frantic action is beyond compare. Even *FIFA* doesn't give you this much freedom to control the ball.

The whole game looks very impressive and is excellently presented. The players are nicely animated and very characteristic, I particularly liked the way in which a fouled player hobbles along and then stops to recuperate. And the amount of ball control tricks such as turns, jumps and dummies would have even our man Giggs scratching his fuzzy head in disbelief!

Footballing antics are accompanied by a great stadium atmosphere and catchy tunes during the menu sections, although nothing can match the sampled *FIFA* crowd chants.

DAMIAN

Like the Mega Drive version, *J League* is full of enthusiasm and good ideas. The straightforward horizontal pitch is effective because unlike *FIFA*, you can actually score from any angle. The best bit about this game are the many subtle animations on the players. I loved the way that you can be legging it up the pitch, meet a defender, then you will automatically dummy the ball and flick it past the bemused player in true Ryan Giggs style! I also liked the clever *Hypersports* training section where you can hone your skills for free kicks and corners. This is essential if you want to master the real game. *J League* has just as many options as *FIFA* (ptty you can't understand half of them!) and it even has a great indoor pitch as well! What more could you ask for? How about an English version?

Could this be a FIFA beater?

J-LEAGUE EXCITE STAGE '94

△ *If you want fast non-stop action, then the indoor game is a must.*

I mentioned the training section earlier and this is basically a series of five short events (see box-out) in which you must score points according to how well you perform the various skills. The ultimate goal is to beat the 300 point record set and thus record your score and your initials via battery back-up. This is a great inclusion which allows you to perfect set plays and could prove crucial in the actual matches.

What really promotes *J League* to the big leagues is that the pace of the action is on par with real life, so fans of the super-fast *Striker* will be a little disappointed by some of the sluggish passing moves. This does of course mean the game is far more realistic.

In my opinion though, the speed factor just places more onus on the amount of skill required by the player to shift the ball up-field. You have to actually plan your attacks and rely heavily on your team members being in the right positions to gain a result. For a change you actually have to master passing – you can't just punt the pigskin goalwards as you can in *FIFA*.

This leads me onto *J League's* main fault – the control method. You control the player nearest the ball but there's no star or symbol to indicate who you're playing with, and this is a major blunder, especially as the computer can't seem to decide which footballer to activate when running for the ball. All too often you can be going for ball and four players all perform a perfect overhead kick in mid air – miles away from the actual ball, though.

Although this is quite amusing at first, it spoils the realism and is ultimately annoying. Another moan is the way in which you cannot select which player you pass the ball to, this can be a real downer when a team mate is blatantly unmarked, but you pass to some poor bloke surrounded by opposing shirts.

As this was a Japanese cart, a lot of the text was incomprehensible which made setting up the game quite difficult. My advice is to wait for the American version which will be released by Capcom and feature international teams as opposed to the unknown J League selection. A worthy purchase and in many ways more of a complete package than *FIFA*. Decisions, decisions!

KEITH

This is everything that *Ryan Giggs* should have been; astounding playability, incredible graphics and animation, excellent sound effects and tons of options, one of those being the training mode which is even superior to the already wonderful *Kick Off 3*. I'll even stick my head on the block and say this is better than *FIFA*. But what really surprises me is that this is on import only. How can we, the British market, the founders of modern football (OK, so we're not in the World Cup but that has been rubbed in enough, hasn't it!) put up with garbage like *Giggs* when quality software like this passes us by? What's the world coming to when the Japanese possess all the best football games? Come on, you've already got Gary Lineker, let us have a bit of the action!

LONG RUN TRAINING

Before you plough straight into a match, why not try to beat my record of 378 on the training stage? This feature will turn you into an overnight Papin, by letting you perfect your skills with a target to aim for.

Dribble around the bollards as quickly as possible.

Two against one, score against the defender.

Curl the ball in from a corner and hit the arrrow.

Gain points by scoring from a free kick.

One against two, stop the attackers from scoring.

PRODUCER
EPOCHE
SUPPLIED BY: VIDEO GAMES BOX (0425) 616705 & VIDEO GAMES CENTRE (0202) 527314

PRICE
£74.99

RELEASED
JAP IMPORT

GAME TYPE
SPORTS SIM

CART SIZE
12MBit

FEATURES
BATTERY BACK-UP

CONTROLS

RATINGS

GRAPHICS	86
SOUND	84
GAMEPLAY	90
LONGEVITY	89

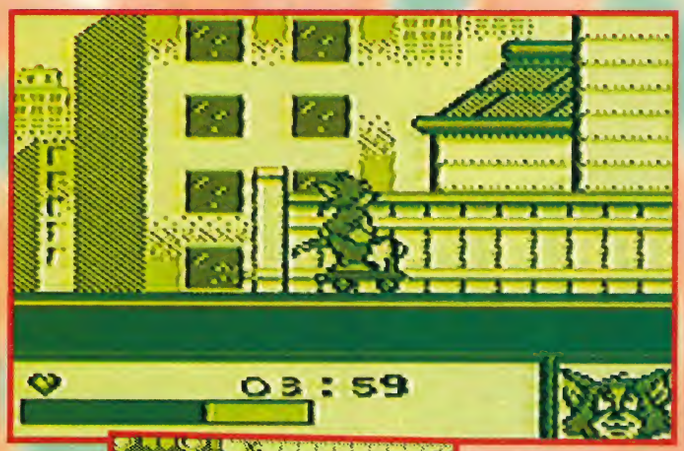
OVERALL

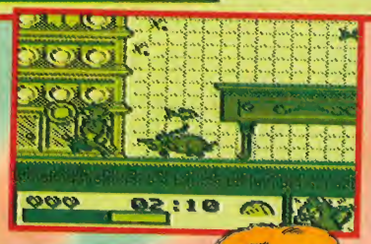
89

TOM & JERRY

FRANTIC ANTICS

A mouse with no house!





KEITH

Wherever there's Tom and Jerry there's trouble, or at least that's what I thought until I started playing *Frantic Antics* and discovered to my utter horror that they've become friends. Yeuch!

Yes that's right, the classic cartoon which inspired the OTT Itchy and Scratchy have sold out and made peace – boring! In this outing the pair are shocked one day when they find their home is being demolished. The game follows their escape from the crumbling house as they embark on an adventure to find a new home.

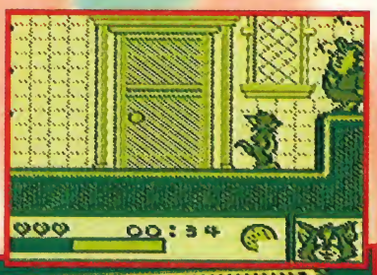
Tom & Jerry is a side-on scrolling platform game with few frills, but there is the novel feature of being able to control Tom on some levels and Jerry on others, although it has to be said that both of them have very similar movements and actions, such as the forward roll to defeat troublesome enemies.

Frantic Antics is very easy to get into and I found myself about halfway through the game on only my second life. Most of the ten levels are quite large though, featuring some wonderful touches such as sliding down the banisters in the house and speeding over rooftops on a skateboard.

Unfortunately, the bosses are a big disappointment – they're bland, unimaginative and require the simplest of actions to defeat. However the animation on both Tom and Jerry is top notch for such small sprites and the backgrounds are also of a fine standard.

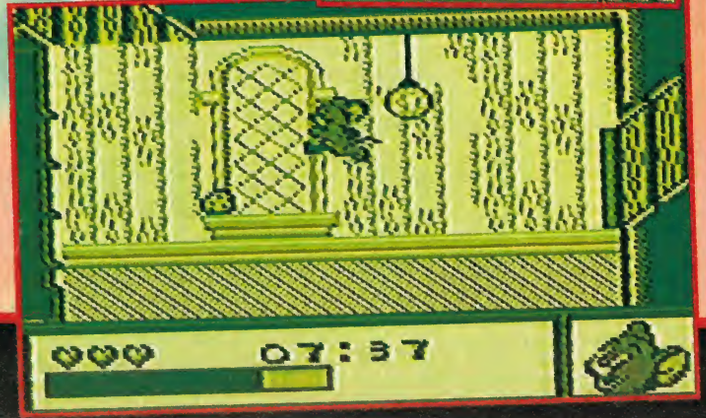
The title music is the classic *Tom and Jerry* theme tune, which as you can imagine doesn't take long to wind you up, and as for the in-game music and sound effects, well it's pretty much restricted to basic beeps.

Frantic Antics is a good platform game which is a bit too easy for experienced players and will not last you long if you've already completed *Warioland* for example. But it's good fun and there's also the added bonus of a two player game and a password system. Not highly recommended, but well worth checking out.



▷ *Oh my, it's the cleaning lady from hell!*

▽ *Jerry can go through passages that are too small for a cat.*



RYAN

The best thing *Tom & Jerry* has to offer are the pretty cartoon-esque graphics. The sprites are well defined and the scrolling is generally smooth, although some of the backgrounds are a bit iffy. The rest of the game is run-of-the-mill platform. You run, you jump, you collect objects, and then you ultimately rescue someone. There's nothing particularly wrong with this game except that it is just anther clone in a long line of platform games. As this cart is aimed at the younger market, it holds no great challenge or novelty factor for seniors; not when compared to *Warioland*, anyway.

PRODUCER
HI TECH IMPRESSIONS
(071) 935 8954

PRICE
£24.99

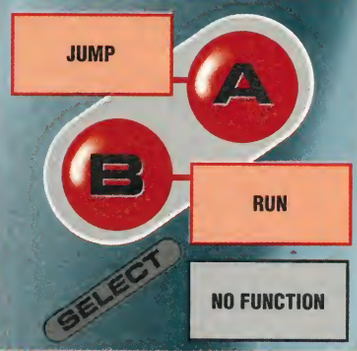
RELEASED
AUGUST '94

GAME TYPE
PLATFORM

CART SIZE
1MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

GRAPHICS	79
SOUND	75
GAMEPLAY	78
LONGEVITY	63

OVERALL

71

WIN SUPER STREET FIGHTER II!

SUPER GAMER 1994 READERS' SURVEY!

"Cor blimey guv'nor, if it wasn't enough that we 'ave to pay £2.50 guineas and 'alf a sixpence for that new fangled SUPER GAMER magazine – now we've gotta send in our answer to these questions as well! It's a blinking liberty I tell ya, Gawd bless Queen Victoria, apples 'n pears. What do you mean I can win a copy of *Super Street Fighter II* if I get pulled out of the bag first? Well if that's yer attitude my friend, I shall 'ave to ask you to give me a pen so I can enter, before the industrial Revolution comes and we'll all be working in cotton factories!

Simply fill in the following readers' survey (as truthfully as possible) and get it sent in to us by 6 August and you could win a copy of the awesome Super NES game *Super Street Fighter II*! Only one person will win the cart, but you've got to be in it to win it, so fill this in now!

1: Are you **Male** ☐ **Female** ☐

2: How old are you?

.....

3. Are you:

- ☐ At school
- ☐ Attending College
- ☐ Employment (job title)

.....

- ☐ Unemployed
- ☐ Self employed (business)

.....

4. On average, how much do you earn a month?

- ☐ £0-20
- ☐ £21-50
- ☐ £51-100
- ☐ £101-250
- ☐ £251-500
- ☐ over 500

5. What do you do in your spare time? Please rate your activities in order of time spent (5 do all the time, 1 hardly ever)

- ☐ Play video games
- ☐ Watch videos (if you rent, state where from)

.....

- ☐ Read books or magazines
- ☐ Play sport
- ☐ Go to cinema
- ☐ Listen to music
- ☐ Watch TV (if satellite, state your favourite show)

.....

- ☐ Play arcade games
- ☐ Attend a club or social function

6. On average how many games do you buy in one year?

.....

7. If the price dropped by say £10, how many do you think you would buy then?

.....

8. How many hours a week do you spend playing video games?

- ☐ Less than one hour (liar)
- ☐ 2-5 hours
- ☐ 6-8 hours
- ☐ 9-12 hours
- ☐ 13-16 hours
- ☐ over 16 hours

9. Where do you buy your games?

- ☐ Specialist shops like GAME or Future Zone
- ☐ High street stores, eg Smiths, Menzies
- ☐ Mail Order
- ☐ Importer
- ☐ Catalogue

10. Do you buy any of your games second hand?

☐ Yes ☐ No

11. Have you ever thought of, or actually rented, Nintendo games?

☐ Yes ☐ No

12. Have you ever had an urge to dress up as a famous Nintendo character such as Mario, Kirby or Yoshi?

- ☐ Yes, I'm very sad
- ☐ No, I detest such blatent merchandising

13. Which of the following do you regularly buy?

- ☐ CDs
- ☐ Videos
- ☐ Clothes
- ☐ Takeaway food
- ☐ Atom bomb parts
- ☐ Tapes
- ☐ Sweets
- ☐ Garden machinery
- ☐ Comics
- ☐ Magazines

14. How do you usually play games?

- ☐ Alone
- ☐ With a fellow Nintendo addict
- ☐ With about ten drug-crazed mates who all want to be Mr White in *Super Bomberman*
- ☐ Whilst a parent or guardian is present, to make sure you are not morally corrupted

SURVEY

15. What systems do you own?

- ☐ Super NES
- ☐ NES
- ☐ Game Boy

Other

.....

16. Which system do you want to buy next?

- ☐ Super NES
- ☐ Project Reality
- ☐ Nintendo 32-bit VR machine
- ☐ Sony Playstation
- ☐ Commodore CD32
- ☐ Sega Saturn
- ☐ 3DO
- ☐ Atari Jaguar
- ☐ Other (please state)

.....

17. How many games do you own?

.....

18. How long have you been playing console games?

.....

19. Which other magazines do you read regularly? Please rate (5 great, 1 poor)

Magazine	Buy	Used to buy	Rate
Games World	☐	☐	☐
NMS	☐	☐	☐
Total!	☐	☐	☐
Super Play	☐	☐	☐
C&VG	☐	☐	☐
GamesMaster	☐	☐	☐
Super Action	☐	☐	☐
Edge	☐	☐	☐
GB Action	☐	☐	☐

Other

.....

20. Please rate the following SUPER GAMER features (10 brill, 1 poor).

- Covers ☐
- Contents ☐
- Cover gifts ☐
- Features ☐
- News ☐
- Previews ☐
- Reviews ☐
- Compos ☐
- Busters ☐
- Solutions ☐
- They Should Convert It... ☐

22. Where do you buy SUPER GAMER from?

.....

22. When buying a game, what most influences your decision? please rate (5 Very, 1 not at all).

- SUPER GAMER review ☐
- Advert in magazine ☐
- TV campaign ☐
- Friend's recommendation ☐
- Seen at a show ☐
- Shop demonstration ☐
- Renting before you buy ☐
- Other (please state)

.....

23.On average, how many people read your copy of SUPER GAMER?

- 1-2 ☐
- 2-4 ☐
- 4-8 ☐
- Even more ☐

24. Do you like the fact that SUPER GAMER prints every cheat ever printed each month, or would you prefer just to see the new ones?

Yes ☐ No ☐

25. Would you ever buy a game without reading the SUPER GAMER review?

Yes ☐ No ☐

26. What influences your decision to buy a review magazine?

- What's on the cover ☐
- Cover gift ☐
- A brief flick through the contents ☐
- Price ☐
- Friend's Recommendation ☐
- Depends on how many times *Super Street Fighter* is mentioned ☐

27. What do you think of the following free gift ideas, please rate (5 brill, 1 poor)

- Poster ☐
- Large plastic figure or add-on ☐
- Stickers ☐
- Chocolate bar ☐
- Tips book ☐
- Badge ☐
- Compo card ☐
- Money off voucher ☐
- Game postcards ☐
- Preview cart ☐

28. What are your top three Nintendo games?

1.....

2.....

3.....

29. What do you think of the price of Nintendo games?

- Far too expensive ☐
- Fine ☐
- Very reasonable ☐
- Should be £5-10 cheaper ☐
- The work of Satan ☐

30. If you could change one thing about SUPER GAMER, what would it be?

.....

.....

IF YOU WANT TO BE IN WITH A CHANCE TO WIN *SUPER STREET FIGHTER II*, MAKE SURE YOU FILL IN YOUR DETAILS BELOW.

Your name

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Your address

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Postcode

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Your final comment

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Please send your completed surveys to: *SUPER GAMER 1994 Readers' Survey, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* Get them all in by 6 August for a chance to win *Super Street Fighter II*!

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KNIGHTS OF THE ROUND

It's not your round!

RYAN

Legend says that the man who pulls the sword, Excalibur, from the stone is destined to be King. Another legend says that any game absurdly called *Knights of the Round* is destined to be crap. Aptly so, both these legends are in some way linked to what has got to be Capcom's worse game to date.

The theme is very simple: pick a brave warrior from a trio of three beefed-up ponces (each has individual strengths and weaknesses, yawn!), and go in search of the Holy Grail (the power of which is needed to bring peace to the land, or something).

ARTHUR

The future King who removed Excalibur from the stone isn't the best player by any means. Arthur lacks power in his attacks but is quick on his toes and can easily run away from danger. Very regal!

LANCELOT

This noble warrior has the speed of a bullet, the strength and agility of tiger, and an impenetrable defence. A good choice of character as his special move is also ultra effective.

PERCIVAL

A good strong fighter with a fetching bowl hairdo which, as you progress, seems to fall out until poor Percival is left totally bald! Also, his armour seems to move from one side of his body to the other when he turns round!

Needless to say along the way you'll encounter countless, faceless, dim-witted excuses for enemies who don't seem to have anything better to do than walk very slowly into your weapon and then keel over.

Mind you, I think their will to die is a result of being given hastily thought-up names like Fat Man, Tall Man, Sword Man, and Masked Man. The burden of being lumbered with such ridiculous handles is obviously too much to bear!

Eventually our hero, or heroes (if you can find an equally stupid friend to play this game with you) will confront a big boss who requires a minimum amount of thought and skill to defeat. That's about as exciting as this game gets. To add a little

DAMIAN

You might think that Ryan's over-zealous comments while condemming this game are a bit unfair, but take it from me, it really is terrible. I thought *King of Dragons* was bad, but *Knights of the Round* (missing a table are we?) takes the biscuit! It's all so... boring. Instantly forgettable levels, enemies without so much as a brain cell between them, and quite simply some of the worst collision detection since *Ant Attack*! The animation is also a joke, try playing with Percival and turning around while he is holding the sword. You will notice that not only does the sword change hands – so does all his armour! I cannot recommend this to anyone because Capcom have managed to almost create an anti-game – unplayable, uninteresting and unworthy!

△ *Maiming an endangered species is not a politically correct think to do, folks!*

interest, you can collect power-ups and bonuses along the way by smashing barrels – wow!

This whole ridiculous charade spans seven levels, all of which are side scrolling and very simple in lay-out. The backgrounds are poorly drawn and basic, and the different sprites (what few there are of them) move like cardboard, but are in fact quite detailed.

The sound effects and musical accompaniment are equally dire and unimaginative. In fact the only redeeming feature I could find about this game (and I'm really scraping the barrel) is the way in which you can knock the aforementioned cardboard knights off their steeds and then gallop away on them. Although this was probably one of the features that made *Golden Axe* so enjoyable many many years ago.

What possessed Capcom to release this is beyond me, it's not so much the fact that this is totally boring and unplayable, but that it completely emulates *King of Dragons*, and that was just a rip-off of *Magic Sword* and *Golden Axe*, so why bother?

If this is supposed to be innovation in the video games market then I'd rather play my Spectrum games for the next five years and forget that 16-bit consoles exist. Rather than part with £60 for this cack, why not send it to me and I'll come around and lobotomise you!

KEITH

I'm currently in a state of supreme confusion. Why on earth have these steamy summer days brought on a deluge of mindless, sword swiping, *Golden Axe* pretenders? Playing this latest farce brings on feelings that I can only imagine as being equivalent to sliding down a red hot cheese grater! The graphics on the sprites are average and the backgrounds are absolutely abysmal. As for everything else, well it's barely worth mentioning the sound, and I don't really think I want to put you through the agony of describing it. I wouldn't pay 60 pence for this pile of manure and I have to say that I'm flabbergasted that Capcom are asking for £60. If you ever have the misfortune of playing this, make sure you've got a chair, a ceiling rafter and a long piece of rope handy.

▽ *As usual, there's no sign of any blood whatsoever, just putrid yellow gunk!*

PRODUCER
CAPCOM
SUPPLIED BY: VIDEO GAMES CENTRE
(0202) 527314

PRICE
£59.99

RELEASED
US IMPORT

GAME TYPE
SLASH-'EM-UP

CART SIZE
16MBit

FEATURES
NONE

CONTROLS

RATINGS

GRAPHICS	42
SOUND	43
GAMEPLAY	24
LONGEVITY	21

OVERALL

26

RYAN

Pursuing the lifelong mission to endlessly chase Neanderthal cave babes, *Lost in the Tropics* sees Joe & Mac volunteering to track down the jewel studded crown belonging to their tribe leader. Being rather challenged in the brain-cell department, the hapless cavemen overlook the risk factor of travelling through hostile territory on the basis that it won't half impress the girls!

Joe & Mac 2 is a one or two player simultaneous game, but it is far better if you have a friend to help you because the game is not as fun on your own, and perilously short too.

△ *Aaagh! Terror strikes Joe as he bungles onto the set of Jurassic Park 2!*

JOE & MAC 2

More Jurassic Mayhem!

If you've got this far into the review then you're probably looking for some enthusiasm, but unfortunately I have none. This is a straightforward platform game with similar graphics to the original, the same old clichéd scenarios, and gameplay which consists of little more than jumping, bashing and eating.

Everything looks very bright and colourful, with beautifully detailed sprites (especially the big dino bosses). In fact, it looks very reminiscent of the Eighties-style coin-op platformers such as *Wonderboy*, which was extremely playable for a while, but ultimately lacked any depth.

Joe & Mac 2 is no exception. You instinctively play it avidly for a few hours,

△ *Joe makes a scorching escape from a deadly lava stream.*

and then once you've seen all there is to see, it instantly loses its appeal and becomes destined for the swap shop.

I liked the way our heroes can visit villages and gain certain clues and advice from the various market stalls, rather like *Legend of the Mystical Ninja*. The overhead map is also a nice touch, as you can guide the players through a Mario-style landscape to select which world to investigate next. Although I fear, with only one difficulty setting and a password system, you'll be back in your village snogging cave babes before your tea has a chance to cool!

If you already own plenty of platform games then this probably isn't worth bothering with. *Joe & Mac 2* is an entertaining, albeit totally unoriginal game, but for the money it is far too short and won't offer you many hours of play.

ANDY

There's nothing actually *wrong* with *Joe & Mac 2* as such... it's a perfectly adequate platform game, with some very nice graphics (such as the dinosaur bosses) and a fair degree of playability, particularly in two player mode. The problem is that it's so... so... well, it's just so *predictable*! Everything you've ever seen in a platform game is mindlessly regurgitated here – a bag of plain crisps holds more surprises! If you want a playable platform game that actually has a grain of originality to it, *Mystical Ninja 2* (import only, unfortunately) is your man, but *Joe & Mac 2* is as bland as John Major, and I can't really recommend it.

PRODUCER
DATA EAST
SUPPLIED BY: VIDEO GAMES CENTRE
(0202) 527314

PRICE
£49.99

RELEASED
US IMPORT

GAME TYPE
PLATFORM

CART SIZE
8MBit

FEATURES
PASSWORDS

CONTROLS

RATINGS

GRAPHICS	85
SOUND	79
GAMEPLAY	76
LONGEVITY	63

OVERALL

71

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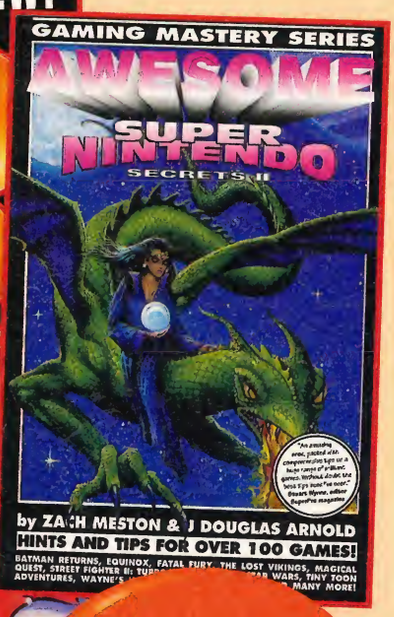

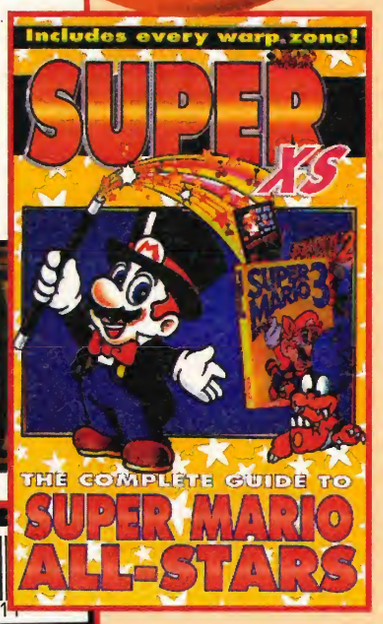

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Oh no! Please go!

ASTRO GO! GO!

KEITH

For me the definitive racing game of all time on the Super NES is still *F-Zero*. Judging by first appearances *Astro Go! Go!* looks as though it can give the old classic a run for its money. Unfortunately, looks apart, there are many areas where this high speed spectacle nose dives dramatically.

Firstly, while it is very easy to complete all three courses in a matter of minutes on the normal setting, the harder setting is nigh-on impossible to master – the other racers scream away at an 'unstoppable' Schumacheresque pace and will never be seen again, even if you manage a virtually perfect race! There shouldn't be such an enormous gap between the difficulty levels.

The next point worth mentioning is that while all the courses are full of obstacles and original road surfaces, I never felt the underlying urge to carry on and compete the whole game.

In my mind this is because on a lot of the courses there are sections where you race down the screen, so you can't actually see what's coming towards you until it's too late! The programmers obviously thought this would be a major gameplay problem, so they decided to let the computer take over that part of the race for you. Where's the fun if you only control half the race?

△ *Time to race, but my advice is to turn around, fly off the track and never come back.*

And where's the two player mode? Come on, how can you expect a racing game of this type to stand alone, merely on the credibility of a one player game which is by no means outstanding.

Super Mario Kart could manage a split screen so why can't this? A game of this type lives or dies depending on the level of competition and *Astro Go! Go!* has none – even the collision detection is awful and that's a real problem in a light-fast racing sim.

Is there anything good in *Astro Go! Go!*? Well there are at least 15 courses and possibly more if you manage to complete the most difficult set

▽ *How can a large blue dolphin disguise itself as a space craft capable of reaching speeds in excess of 800kph?*

ANDY

Everyone and his granny has tried to do a Mode 7 racing game on the Super NES at one time or another, but to date only two people have pulled it off successfully – Mr Nin and Mr Tendo, with *F-Zero* and *Super Mario Kart*. *Astro Go! Go!* is Meldac's attempt to join this exclusive club, but they fail miserably. The viewing angle is pitched so high you don't see the corners until you're almost on them, the five vehicles, which seem to have escaped from some bizarre Japanese version of Wacky Racers, are unresponsive in the extreme, and – weirdest of all – however many corners you go round, the track always heads in the same direction! Leave this on the importer's shelves, and go! go! for one of the Nintendo duo instead.

BARIBROON
Takes a while to build up speed, but once there it's unstoppable.

E.O.
Good all round car, but doesn't handle too well on slippery surfaces.

COOLJAM
Very fast, very manouverable but too light for a fight.

BLUE ONE
Excellent all-round vehicle, great for beginners.

LUNA BEE
Incredible braking power and a very smooth drive.

GO! GO! GADGETS

of tracks on the hardest level, something which I never managed to do for reasons explained above.

There are five different drivers to choose from, all with their own particular driving style and vehicle; possessing differing levels of acceleration, braking, handling and of course top speed, but there is nothing here that *F-Zero* didn't pioneer two years ago!

△ *We're flying in second position, but beware of craters.*

▽ *The only sparkling part of the game.*

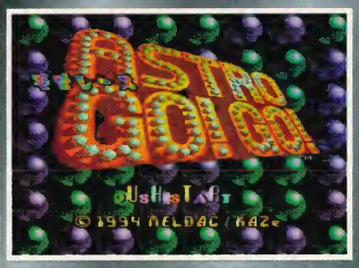
The action is always fast and furious and is accompanied by the constant chatter of the competitors as they nudge and bump each other around the course. If you want to play the game without the hassle of other drivers then you can choose the time trials mode, however the lack of a battery back-up means that any stunning times you achieve cannot be saved for posterity.

Astro Go! Go! is an action-packed racing game which just cannot seem to hit the right difficulty level. The omission of a two player mode severely cripples its long term appea. If we're lucky this will never be released in Britain, because if there's one thing we don't need it's another sub-standard racing game.

▽ *The green car is very bad news and is probably the most aggressive.*

DAMIAN

Not many games these days cause me to rip the cart out of the Super NES with the power still on and vomit copiously into the vacant slot, but *Astro Go! Go!* is one. Bright and putrid dayglo graphics try to give the game a modern and vibrant feel, but end up merging into one big pastal blur as the speed picks up. Honestly, how can you play a game when the corners are on you before you can blink, the track is littered with more debris than the M25, and the appalling collision detection has you bouncing all over the place if you are one pixel out of line!? Personally I would go and buy *F-Zero* for £20. *Astro Go! Go!* is about as welcome as a floater in a bath!



PRODUCER
MELDAC
SUPPLIED BY: TORC SOFTWARE
(081) 893 2100

PRICE
£39.99

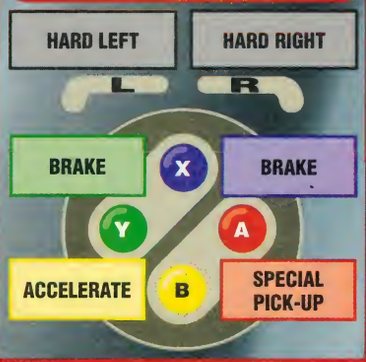
RELEASED
JAP IMPORT

GAME TYPE
RACING GAME

CART SIZE
8MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	84
SOUND	71
GAMEPLAY	67
LONGEVITY	53

OVERALL

55

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   - ☐ A: England.
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PLAY MORE, PAY LESS

SUPER GAMER'S GUIDE TO BUDGET SOFTWARE

Are you always complaining about high cart prices? Keith Pullin has found a way to get great games for not so great prices.

For a few months now, Nintendo have been selling older Super NES games to retailers for drastically reduced prices, but how many people really know about these bargains? SUPER GAMER visited one of the massive GAME stores and there, proudly lining one wall, were masses and masses of games for only £19.99!

True, you won't find blockbusters like *Street Fighter II* and *Super Metroid* (not yet anyway), but if you can't afford to wait until you have £50 for a new title, why not whet your appetite with a golden oldie?

We recently spoke to Nintendo UK about the scheme, and while they are not promoting the cheap games as highly as a brand new game, they are sure that this budget range is not just a flash in the pan.

Super NES games for £19.99 is part of the 'Play more, pay less' scheme and it can only mean more games a year for Nintendo owners. Just think about it, now instead of one £60 game, you can have three classics!

There's just one problem, how do you know if you've bought a gem or a duffer? SUPER GAMER's Keith Pullin has the answer...

All titles supplied by the excellent GAME shop in Bournemouth. For enquiries call (0202) 311668.

OTHER TITLES IN THE £19.99 RANGE

R-Type – 81%
Sim City – 88%
Ghouls 'N Ghosts – 73%
Road Runner – 52%
Prince of Persia – 81%
Lawnmower Man – 85%
Lagoon – 67%
Captain America – 39%
Super Pang – 78%
Super Double Dragon – 75%
Kick Off – 44%

BATTLETOADS IN BATTLEMANIACS

This has only been on the full price shelves for a few months, so in that respect it's a bargain already. *Battletoads in Battlemaniacs* features various levels such as the famous bike section and numerous action-packed platform stages with incredible moves and devastatingly destructive bad guys. The only real drawback is the difficulty level which is extremely high and will no doubt cause even the best players a real problem. Go for it though if you fancy a challenge!

OVERALL: 80%

FIRST SAMURAI

This atmospheric arcade/adventure is blessed with some of the most beautiful sound and graphics ever. The game stars a Samurai (bit of a surprise there!) on a dangerous quest through time to defeat an evil demon that has his sights set on world domination.

This game is let down by the fact that it's too easy and continued play will finish the game quicker than you can say "second Samurai." Pretty good, but by no means spectacular.

OVERALL: 68%

GAMER GOLD

F-ZERO

Still one of the best racing games on the market, this futuristic adrenaline-pumping classic is set in the future, where Formula One is replaced with huge high speed tracks located way up in the sky. The long term appeal is high due to the vast number of bizarre twisting courses, and the excellent time trials option allows you to save your best times.

There are also three different leagues, plus a secret level. *F-Zero* is an absolute must, and is virtually a steal at this price.

OVERALL: 90%

HARLEY'S HUMONGOUS ADVENTURE

This strange multi-directional, scrolling platform game is a cross between *Bubsy* and *Claymates*, but nowhere near as good as either. The graphics are awful; some of the backgrounds are so bland I'm sure they consist of only four colours. Unfortunately the gameplay is just as bad. It would be better if you could use your jet pack whenever you wanted, rather than having to collect fuel all the time. There's definitely some playability missing here and certainly not worth buying, even for £19.99.

OVERALL: 54%

JAMES POND'S CRAZY SPORTS

OVERALL: 50%

The sequel to *Robocod* is not quite in the same league as its predecessor. Basically what we have here is a collection of wacky events such as the 100 metre splash, which involve hitting the buttons on your joypad as fast as possible – yes you've guessed it – one of those games which requires you to buy a new joypad every week unless you happen to have a turbo facility.

Recommended as a two player game, but it's no wonder that it didn't sell at full price.

KEVIN KEEGAN'S PLAYER MANAGER

OVERALL: 87%

Strictly for the strategists of the football world. You decide who to buy, who to sell, how to balance the books and generally make everything run as smoothly as possible whilst winning as many trophies as you can.

There is also an option which allows you to play the football matches in true overhead, *Kick Off* style, but the control method is such that it's probably more fun just to watch! Totally engrossing, this is a damn good price for a damn good game.

GAMER GOLD

STARWING

OVERALL: 94%

Set in the far reaches of space, this incredible polygon based shoot-'em-up is one of the fastest, most playable, action packed games ever to grace the Super NES. You play Fox McLeod, the leader of a cracked squad of Arwing pilots, sent to defeat the evil Andross Empire and free the planets of your solar system.

At £19.99 this is an unbelievable bargain and is an essential purchase for every Nintendo owner. Buy it now and laugh all the way to the bank!

SUPER OFF-ROAD

OVERALL: 84%

Brilliant overhead racing game (along the same lines as *Super Sprint* and *Badlands* from the arcade) that is as addictive as it is cheap. In one or two player mode the game features great playability and is guaranteed to keep you glued to your Super NES well into the night. There are loads of tracks, each of which must be completed by coming in the top three positions. With tons of power-ups and prize money up for grabs, you can soon turn your car into a turbo-charged monster. Pure arcade action!

SUPER PUTTY

OVERALL: 85%

The surreal stretching and twisting antics of the main character are the main reasons for *Super Putty*'s astounding playability. It's more of a puzzler than a platformer, but once you've mastered the initially troublesome control method there is a vast amount of mileage to be had out of this highly original and entertaining game. You are constantly kept on your toes by riveting and amusing gameplay that cannot stop heaping surprise after surprise onto the unsuspecting player.

SUPER SWIV

OVERALL: 84%

All-action, full-blooded, vertically scrolling shoot-'em-up mayhem that has been rarely surpassed, even now. The sound is bassy and loud and the playing area is constantly littered with explosions and bits of debris spinning off in all directions!

The player can control either a jeep or a helicopter in the game and there is even a two player mode where both fighting machines can be utilised simultaneously! Once again this is just a little too hard. Still worth the dosh, though.

TIMESLIP

OVERALL: 43%

To accompany one of the worst plots of all time comes one of the worst games of all time. In this platform blaster you must stop aliens coming through a break in the time continuum, by storming your way through different eras such as ancient Rome and Egypt.

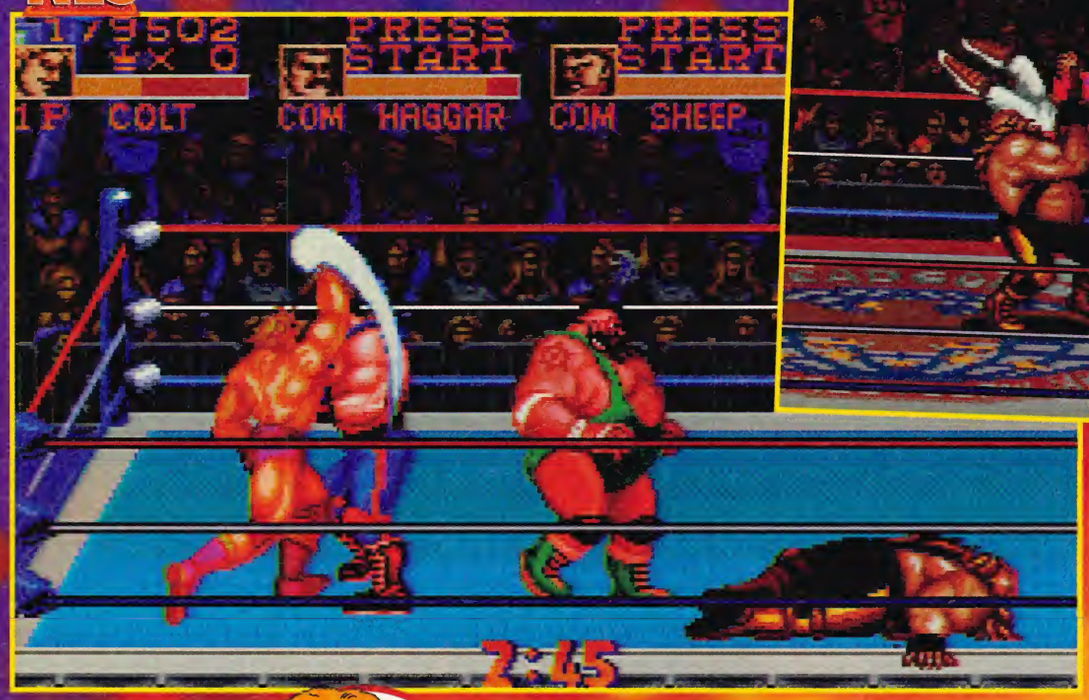
Blatantly ripping off *Super Probotector*, this weak slop of a game has neither the graphical brilliance or the gameplay to rate it anywhere near the aforementioned Konami masterpiece. Avoid with extreme prejudice!

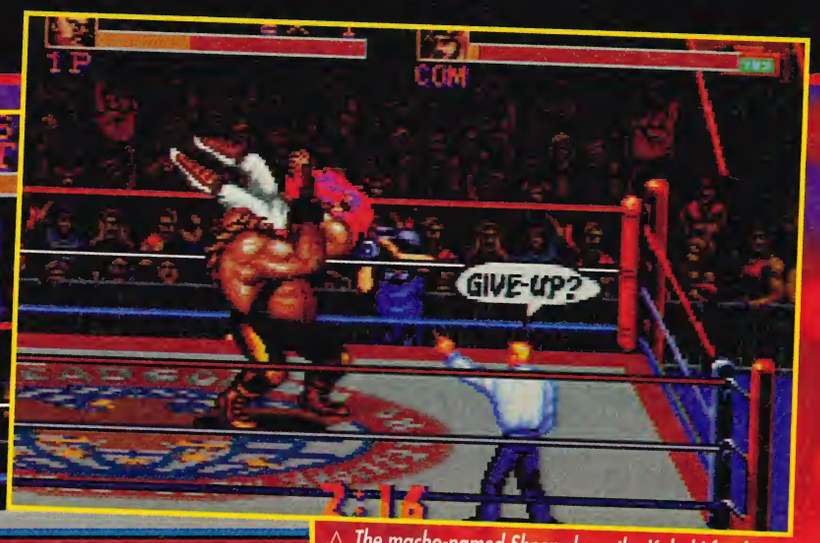
WORLD CLASS RUGBY

OVERALL: 38%

No matter how many options, leagues and special extras *World Class Rugby* contains, it doesn't change the fact that actually playing a match is a complete shambles!

I've often heard the excuse that rugby games are hard to write, but why? They shouldn't be. Look at something like *John Madden's* – American football is pretty close to rugby and that was a fine example of a game. I'm sorry, this is pure rubbish, and is something to avoid – even for £20.





△ The macho-named Sheep slams the Kabuki freak!

◁ Have you ever seen so much lard at any one time?

MUSCLE BOMBER

Quick, call Les Ellis!

RYAN

It would appear that wrestle-mania hasn't quite died the grisly death it so rightly deserves, not if Capcom's stunning return to form is anything to go by!

Muscle Bomber is a conversion of Capcom's super coin-op machine and is crammed into a whopping 24Mbit cart. What makes *Muscle Bomber* so unique and fabulously playable is the excellent four player team mode which pits four larger than life meat-heads in the ring at the same time.

The rest of the game is standard stuff. In the one player you choose a wrestler from eight different ego-maniacs (although two extra bosses can be selected in four player mode), and you must battle your way through various rings around the world against the remaining fighters. *Street Fighter* with lycra leotards?

Each character has a vast array of special moves at hand, although I felt this was marginally let down by the fact that there are only three joypad buttons to use; making the execution of moves more difficult than it need be.

You must use whatever means possible to sap your opponent's energy, this can either be by fair means (using your various throws and punches), or foul (dragging them out of the ring and smashing a chair over their head!). Once your opponent is sufficiently weak, you must attempt to pin them to the canvas for three seconds to win the fight. What could be easier?

The motley crew of wrestlers are not original by any stretch of the imagination, once you've

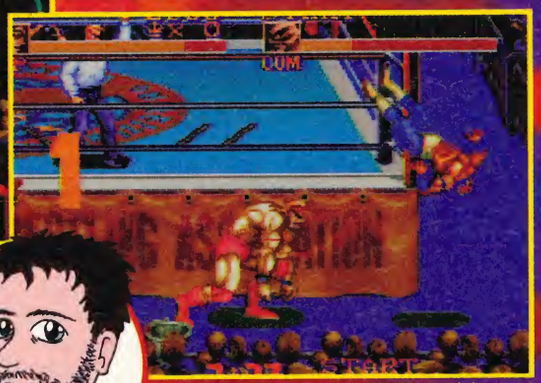
singled-out Haggar from *Final Fight*, a suspicious-looking T Hawk impersonator and a bearded, clawed, sabre-toothed man who doesn't resemble Blanka in the slightest (he even bites their faces for gawd's sake!), you're left with a bunch of mutants that you care very little about. Consequently, watching your character's head getting pounded into the canvas is about as emotional as a Michael Bolton song (ie – not very!).

Muscle Bomber is excellently presented and contains atmospheric intros to the big fights and amusing victory sequences. The sprites aren't fabulously animated and move rather clumsily around the ring, however, they're all nicely drawn and bear the Capcom family resemblance. The four player mode looks and plays like a dream, and I hasten to add that there wasn't an ounce of slow-down, despite the screen being severely cluttered with large moving sprites.

DAMIAN

I'm not quite sure about this one. Let's face it – wrestling is for jessies, and is not a real sport at all. Just a bunch of steroid-pumped child-like ham actors wearing ridiculous and impractical bright costumes, strutting around the ring acting tough (but not hurting anyone, like the *A-Team*), and then getting together for an obviously staged bout of "see who can fall down in the most spectacular way!" The game is similar, but thankfully a lot more fun. For a start you actually get to hurt the wrestlers involved and the graphics are very good, but I am not convinced that repeatedly hitting one button for all the moves is a sufficient substitute for *SFII*. Also, *Muscle Bomber* (what a rubbish name!) uses the same sprite collision and animation as *Final Fight* – ie, unrealistic. Not as good as Ryan thinks it is, in my opinion. Sorry, Les (in joke dept).

▽ *That's the oddest looking magic carpet I've ever seen.*



△ *The action spills out of the ring.*

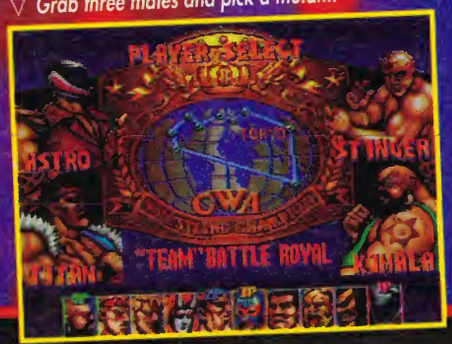
ANDY

86%? 86%! What's Ryan on, and can I have some? I don't know what game he has been playing, but it certainly wasn't the same *Muscle Bomber* that I was subjected to. It looks nice, sure, with all the over-the-top glitz and glam you'd expect of wrestling, but as you flail frantically at the single attack button you quickly realise it plays like a crippled pig with a blindfold! Even the much-vaunted *Street Fighter*-type special moves are nothing special. I don't lose too much sleep worrying about what's cool and what sucks for today's 'yoof' (you old git! – Ed), but I do know that wrestling's now about as hip as deely boppers, Space Dust and the Turtles, so it's hard to imagine who'd buy this yawn-inducing Horlicks amongst video games. Not so much a bomber as a bomb.

The various tunes and sound effects certainly convey the show-biz atmosphere surrounding the (ahem!) sport, although they can grate after a while, which is a shame because this is one game that needs to be played at room-shaking volume!

If you're a bit of a fan and don't already own a wrestling game, get this, if only for the four player multi-tap mode – it's fun, challenging, and damn playable. Get slammin'!

▽ *Grab three mates and pick a mutant!*



PRODUCER
CAPCOM
SUPPLIED BY: VIDEO GAMES CENTRE (0202) 527314

PRICE
£69.99

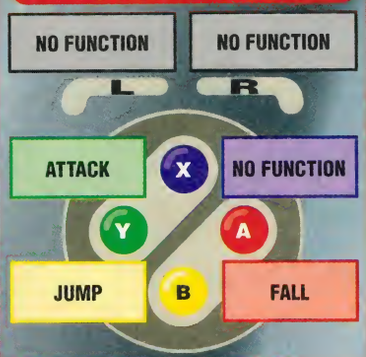
RELEASED
JAP IMPORT

GAME TYPE
BEAT-'EM-UP

CART SIZE
24MBit

FEATURES
SIMULTANEOUS FOUR-PLAYER MULTI-TAP

CONTROLS



RATINGS

GRAPHICS	89
SOUND	71
GAMEPLAY	85
LONGEVITY	90

OVERALL
86

KEITH

Sly as a Short, and cunning as a Kasparov – that's the definition of *New Chessmaster*. Of all the many chess games that I've played, including computer versions and those curious portable ones with a synthesized voice that sounds like a heavy smoker, this has to be the most fiendish and intelligent game ever!

△ Chess-type action ahoy as the Game Boy ponders its next move!

new CHESS master

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Even at the lower levels *Chessmaster* is an absolute demon; testing your chess skills to the limit. And with 16 levels to outwit, you'll soon be well on the way to becoming a Grandmaster if you conquer this game.

The graphics are very poor; offering just the basic chequerboard and simply drawn pieces, but why try to create elaborately designed pawns, bishops and the like, when you can concentrate on giving the game a really intelligent brain?

Getting down to the nitty gritty of *New Chessmaster* you will find the number of options unequalled. There is a teaching mode which helps you to find the best moves, an opening book option which gives the computer the ability to start a match using one of 75,000 officially recognised opening manoeuvres such as the Sicilian defence. There is also a deep thinking mode, which starts the computer thinking for ages, eventually picking what it believes to be the ultimate move – three hours later!

Of course one of the annoying aspects about playing chess is the time scale involved. Luckily, with this in mind *New Chessmaster* offers the player a chance to save the game using a useful, if lengthy (32 characters!) password system.

The instruction booklet is excellent and even goes over the rules briefly, including such oddities as Queening, Castling and En Passant. What we have here is a chess game which appeals to every conceivable skill level of player from the absolute beginner through to the extremely gifted. If you have a Game Boy and you're into chess, or willing to learn, then *New Chessmaster* is an essential purchase.

DAMIAN

Are there any differences over the original? All I know is that *New Chessmaster* is just as good, so if you haven't yet got a portable chess game, this is the one for you! The game engine is idiot-proof and so easy to use, I have no doubt that this type of game (especially with its tutor option) will introduce many new players to the game. The graphics are definitely the worst part because they are fuzzy and too much detail has been added, but the title screen is good, and I enjoyed the cacophonous sound and speech. With this many options and clever features, *New Chessmaster* is destined for success.

PRODUCER
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(071) 935 8954

PRICE
£19.99

RELEASED
JULY '94

GAME TYPE
CHESS!

CART SIZE
1/2 MBit

FEATURES
PASSWORD SAVE

CONTROLS

RATINGS

GRAPHICS	38
SOUND	60
GAMEPLAY	84
LONGEVITY	90

OVERALL

80

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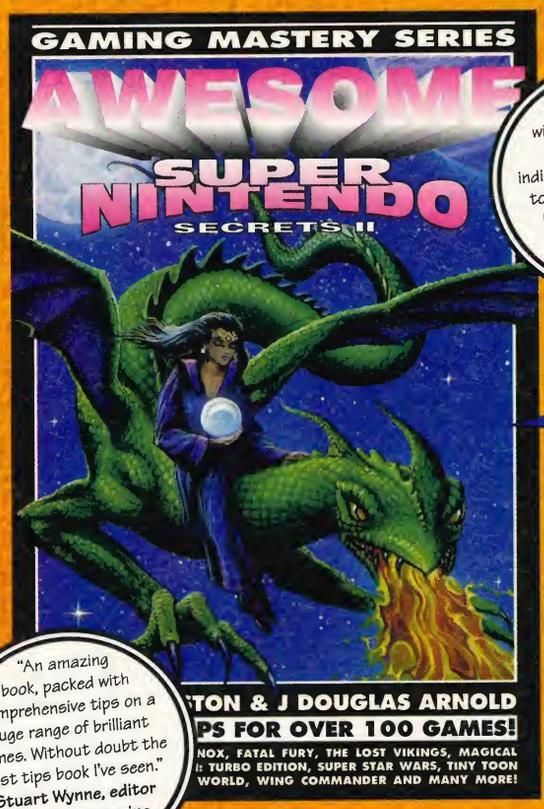

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ISSUE 1 £3.00

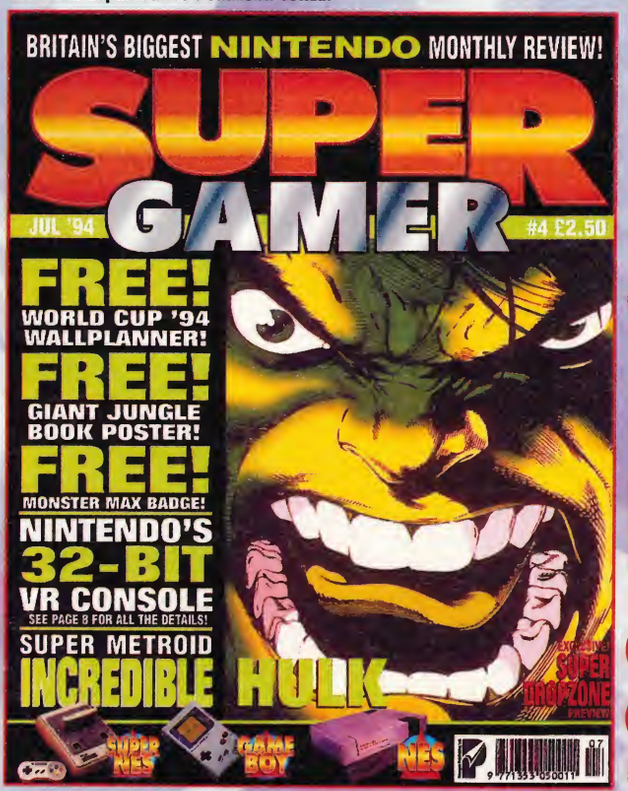
Explosive launch issue! (© Clichécorp, Inc) Gamer Golds are awarded to *NBA Jam*, *Warioland*, *R-Type III* and *Bugs Bunny*, and we also review *Space Ace*, *Skyblazer*, *Riddick Bowe*, *Humans*, *Equinox*, *Lethal Enforcers*, *Clayfighter*, *Romance of the Three Kingdomzzzzz*, *Kirby's Pinball Land*, *Rainbow Bell Adventures*, *Mega Man X*, *Dragon Ball Z 2*, the infamous "you're in trouble" *Soccer Kid*, *Yoshi's Cookie*, *Pinball Dreams* and, last and indeed least, *Spider-Man: Arcade's Revenge*! Plus solutions for *Super Empire Strikes Back* and *The Lawnmower Man*, and the complete Busters A-Z of every tip ever! All this and a look behind the scenes of the Nintendo Hotline, an interview with Jon '*Monster Max*' Ritman and a peek at an unofficial hand-held NES – it's all too much!

ISSUE 2 £3.00

Budda-budda-budda! A lone Gamer Gold for NES *Jungle Book*, as well as reviews of *Choplifter III*, *Boxing Legends*, the awful *Pink Goes To Hollywood*, *Desert Fighter*, GB *Jungle Book*, *Utopia*, *The Chaos Engine*, *Dungeon Master*, *Prehistorik Man*, *Art of Fighting*, *Sensible Soccer*, *Claymates*, *Jimmy Connors' Tennis*, *Side Pocket*, *Winter Ughlympics* (too horrible to contemplate), *Metal Marines*, *All-American Football*, *Turn and Burn*, *Pac-Man*, *The Peace Keepers* and *Mario's Time Machine*. The solutions bandwagon rumbles on with the conclusions of *Super Empire Strikes Back* and *The Lawnmower Man*, while Lorlcel, *Time Trax* and Super FX creators Argonaut Software get the old in-depth feature treatment! Yowza!

ISSUE 3 £3.00

Third time lucky! Mr Blobby Blue Head (alias *Monster Max*) graces the front cover and grabs a Gamer Gold into the bargain, as does top soccer game *FIFA International Soccer*. Our World Cup Fever special also looks at *World Cup Striker* on Super NES and Game Boy, *Kick Off 3*, and *Ryan Giggs' Soccer* (or whatever the hell it's called), and other reviews are *Time Trax*, *The Flintstones*, *Magic Boy*, *Goeman 2*, *Star Trek:TNG*, *Barkley Shut Up and Jam!*, *Super Troll Islands*, *Ninja Warriors*, *Konami Golf*, *Hyper V-Ball* and *Speedy Gonzales*. We also delve into the sordid history of soccer games, swim with *SeaQuest DSV* and pick at *Cool Spot 2*. (We also insult various company mascots...) All this and solutions to *The Chaos Engine* and *Warioland* too!



ISSUE 4 £3.00

We go green! We also copiously dish out Gamer Golds to *Super Metroid*, Super NES *Jungle Book*, *Super Puyo Puyo* (It's great! Petition somebody to bring it out officially!) and the brilliant *Smash Tennis* – aren't we generous? Also hanging around looking moody are *Cool Spot*, *Spectre* (we've been Caled!), *Tetris 2*, *Mega Man III*, *Star Trek:TNG*, *World Cup USA '94*, *Dragon, King of Dragons*, *SOS*, *Eye of the Beholder*, *Alien Vs Predator* and (wakka wakka) *Pac-Attack*! Damian and Andy also get to thrash around in expensive cars on the pretext of looking at Archer Maclean's *Super Dropzone*, and *Bubsy 2*, *Fireteam Rogue* and *Prehistorik Man* also get a look in. *The Chaos Engine* pulls into Kings Cross, and the *Warioland* solution just keeps on coming!

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Don't be left in the dark – this issue has fully mapped solutions to *Shadowrun* (SNES), *Jurassic Park* (NES), *Mario All-Stars* (SNES), *Mr Nutz* (SNES) and more!

SUPER PRO was (until the arrival of SUPER GAMER) the best Super NES magazine around, and we still have a few copies of the following issues lurking in Karen's storeroom. They're even rarer than a trustworthy politician, so order now!

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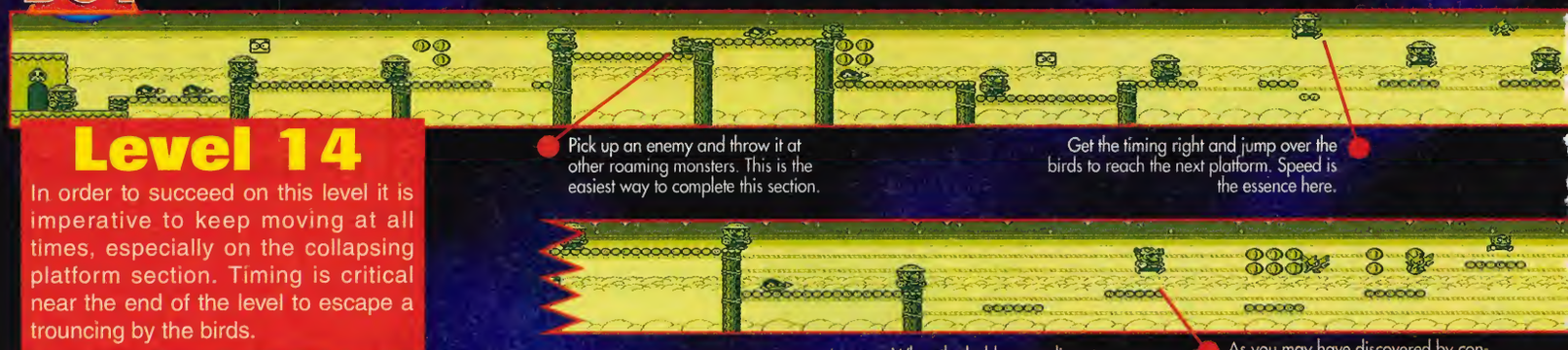
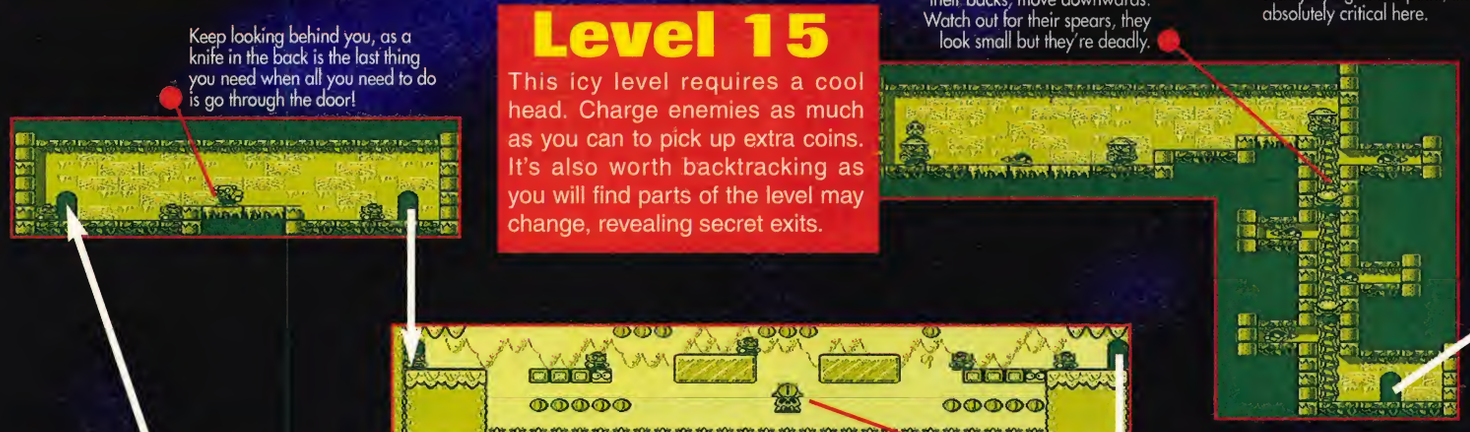


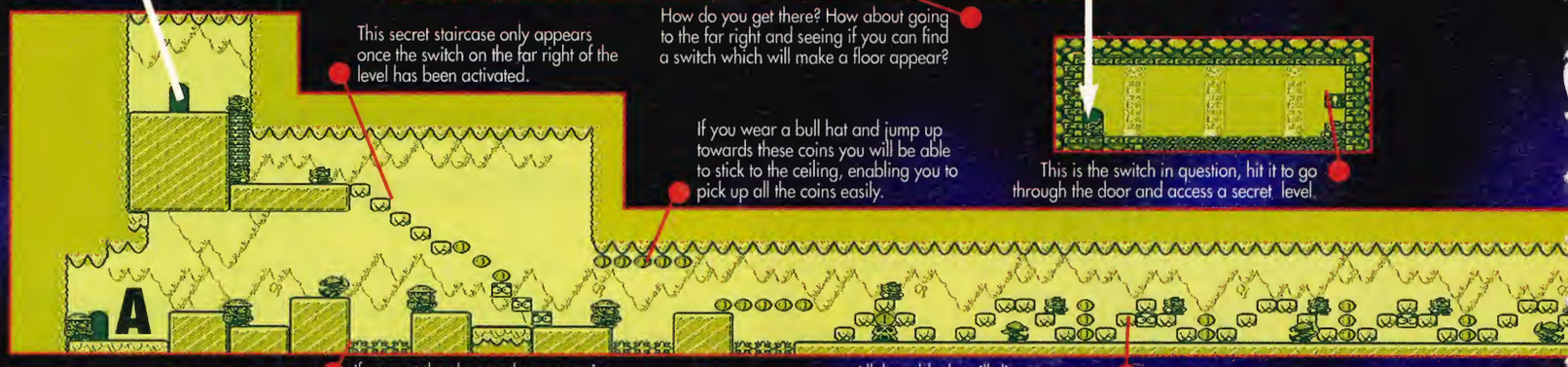
Level 14

In order to succeed on this level it is imperative to keep moving at all times, especially on the collapsing platform section. Timing is critical near the end of the level to escape a trouncing by the birds.

Level 15

This icy level requires a cool head. Charge enemies as much as you can to pick up extra coins. It's also worth backtracking as you will find parts of the level may change, revealing secret exits.



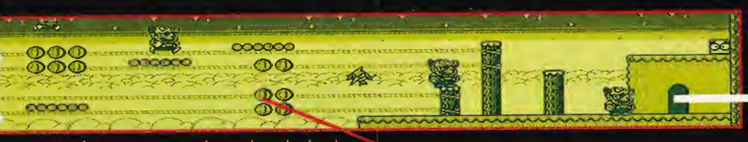


Level 16

Another course which has two exits, not to mention a hidden treasure room. Remember to pick up a bull hat as this will give you the chance to collect more coins. Most enemies can be defeated by jumping on them.

This month we've braved the perils of Sherbet Land to bring you these exclusive maps. While containing fewer courses than previous lands, the challenge is still there in the form of many tricky sub-levels. There are also a couple of well hidden secret treasures which SUPER GAMER delights in bringing to you. Remember, be bad!

A dragon hat hides within this block, but when you pick it up, watch out for the bird just to the right which swoops down.



If you've mastered avoiding the birds, try collecting these coins for a bit of a bonus.

To stop sliding into the spikes , jump when you reach the door. This halts your progress immediately.

The easiest way to kill spiky hedgehogs is to charge into them when they are walking towards you. Don't jump on them!

Charge through the blocks and then charge straight in to the loitering enemy.

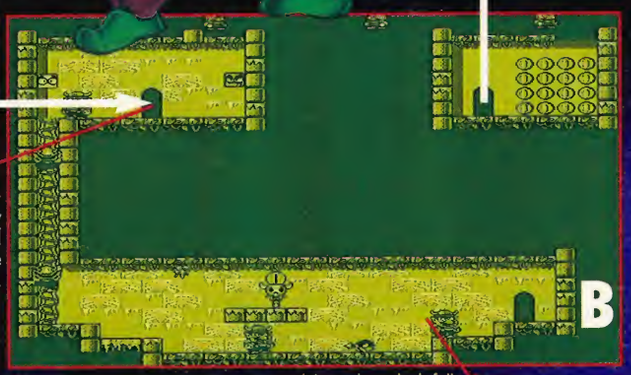
The moster in this halfway room never causes any problems, collect the coins, hit the switch and move out.

Nip underneath the Thwomp to reach the door which will lead you on to the next section.

To achieve anything on this level it is important to hit this switch just once and then return the way you have come.

Walk in the park. Go right and you will without a doubt reach the exit unless your Game Boy runs out of batteries before you get there!

Coming out of this door and turning left will lead you to the halfway point, and further still the normal exit. Turn right and walk along the ceiling to reach the secret exit.



Avoid the spikes which fall down, activate the halfway point and go through the door.

It is possible to reach this door without hitting the switch but it's advisable to hit the switch on the far right for the bonuses.

These coins are basically free to take as you will find hardly any resistance at all.

CHEATS

Extra lives

If you want some extra lives, keep returning to a level which has plenty of coins. Collect them all and then attempt the bomb bonus game. If you win some lives, save the game; if you don't, try again and keep going until you have loads!

Level 17

A massive level this one, and it's also very easy to be hit by hedgehogs and mad clouds so try and go across the top of the level. Look out for the key as well, this will lead you to the treasure, which is not easy to get!

Go across the top here as it will stop you being hit by any spiky nuisances.

Hit the middle block in here to pick up the key.

Watch out for flying daggers and the best way to do this is by taking your time. Kill the enemies by charging.

Level 18

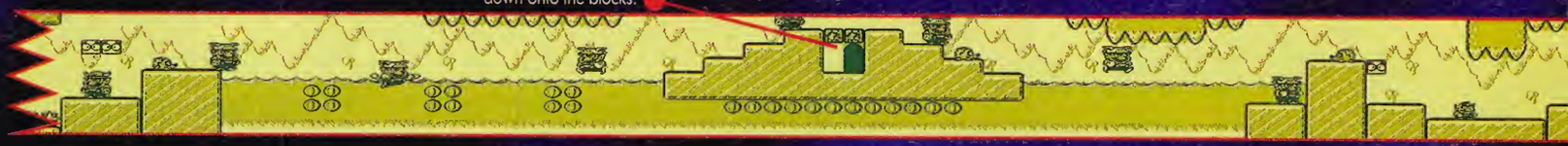
More hidden goodies to find on this level and you would certainly have your work cut out on this one if it wasn't for this helpful guide. Experiment with the switches to find the route through.

Charge into any enemies patrolling this area and you should reach the door without any problems.

When you have the key, run all the way back to this skull door to locate the secret treasure room.

Hit this block to make some platforms appear, these should allow you to progress right, towards the end door

The only way to go through to the half-way point is by collecting a bull hat and thudding down onto the blocks.

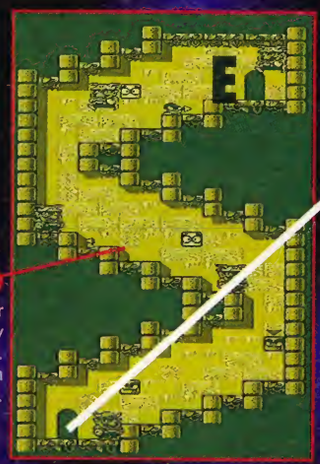


Level 19

No secrets on this level, it's simply a gruelling swim to the end through water and ice, with obstacles such as spiked logs and projectile-throwing lunatics barring your way. At the end is the penguin boss, who is too easy!

Feed this strange bird-like animal some smaller enemies to gain some coins. Jump on top of it if you wish to immobilise it permanently and beware of the mines.

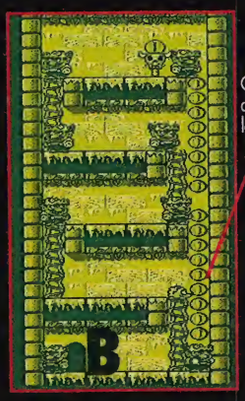
Get the bull hat from this block and then smash the previous blocks to reveal a secret room with 100 coins inside!



Look out for enemies as you wander down this passageway as it is very easy to accidentally slide into them. One way to be sure is to charge down those stairs like an elephant.

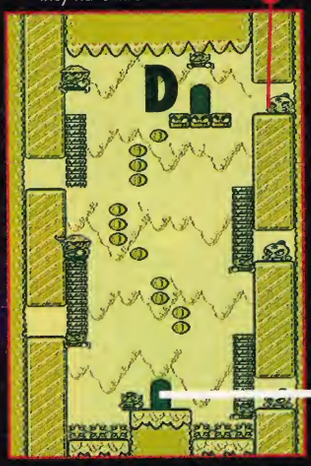
The cloud which flies around lets loose with some deadly lightening. Take cover by hiding underneath the scenery.

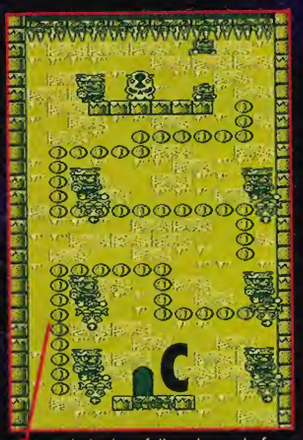
Keep pressing right when you fall down through this gap, otherwise you won't make it onto the ledge.



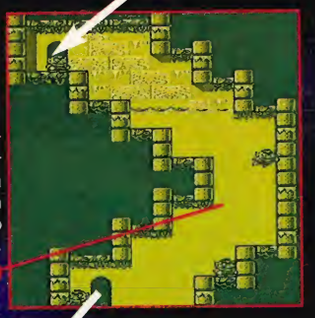
Climb all the way to the top and then jump down and collect the coins in one long line.

These annoying monsters throw mines at you. You will need to move down the ladder just after they have thrown their mines.





With the key, follow the trail of coins to the top. Make sure you don't go too far and end up spiked on the ceiling!

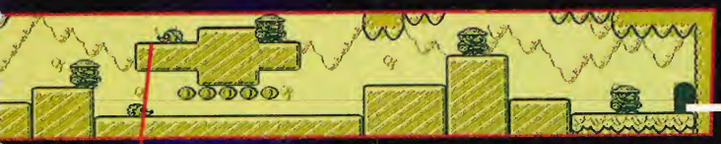


Watch out for spiky fish; other than that, it's a simple swim from one door to the next.

Swim past the harpoon wielding fish. You are too near the final door to start messing about now.

You will find the key to the treasure room in the middle block on this row. The thwomps can catch you unaware if you're not very careful, you have been warned!

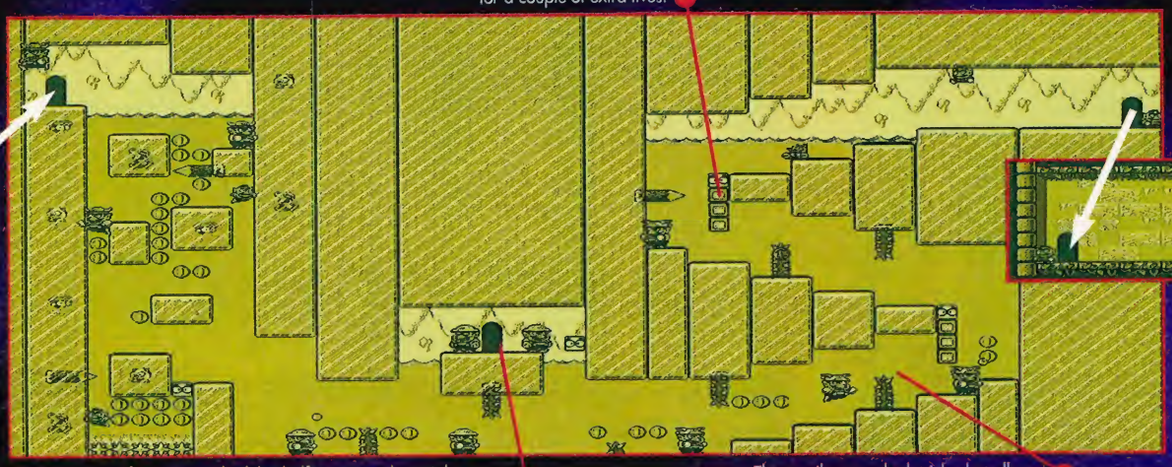
Hit the switch to make platforms in the previous section appear allowing you to get to the key.



The coins may look tempting but it's best to go across the top and then come back and collect them, that way you can avoid the hedgehogs.

Have you got enough coins? Good, in that case go through the end door which surprisingly is the only one on this level.

Along with all the coins there are plenty of extra hearts lying around which are always good for a couple of extra lives.



Behind this door lurks a Penguin boss which doesn't even have to be defeated. All you must do is jump on his head once and go through the door. Easy! Easy!

If you've reached this halfway point then it's because you've been very careful avoiding the spikes. Move past the spikes when they are in if you're dying.

These spikes may look tricky, but all you need to do is use slight touches on the control pad to stay in control.

SKYBLAZER

Sony's *Skyblazer* was reviewed in our fantastic launch issue back in February. The combination of great visuals, challenging gameplay and stylish weaponry meant it was only a matter of time before we gave it the full solution treatment. This month, we take you through the first half of this epic game, outlining the best methods of tackling bosses, cutting corners and generally completing the levels as effortlessly as possible.

TEMPLE OF INFERNUS

This, the first multi-section level, has a few surprises hidden away. Be sure to scan every nook and cranny.

The real hazards on this level consist of fire-breathing werewolves and small jumping flames. A swift kick will kill them all.

Kick the small flames and then use the small platform to get across the pit.

Our hero can cling to these huge stone blocks by jumping into them. Remain still until they've moved across the fiery pits.

Crouch down and walk into the small tunnel obscured by this wall for a short cut to the boss.

MAP

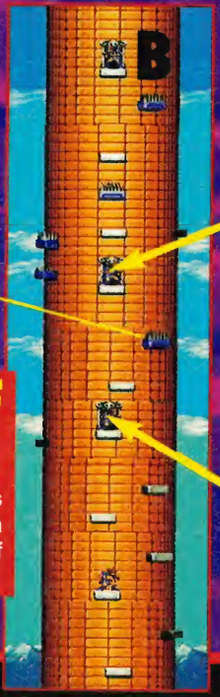
This is what the complete playing area consists of. If you mistakingly go to a level you've already completed, tap Select for a rapid exit.

CLIFFS OF PERIL

This level is simple, tap the jump button to gain height.

Guide our hero around the various rocks and creatures.

You must get to the top of this tower by killing the hordes of vile scumbags and avoiding the spikes.



The blue blocks contain spikes which rise up every now and again.

On entering this room, grab the gems and magic. Be sure to avoid the demon's electricity, as it kills on touch.

In the first room, use your magic to fly over the spikes and then grab the gems and extra life at the other side. Once you've ran out of magic, visit the room above and then repeat the process until you've got as many lives as you desire.

TOWER OF TOLORISK

This rotating tower hides many hidden rooms in which our hero can gain loads of extra lives.

FALTINE'S WOODS

If you go down to the woods today, don't expect a long stay because this level is a piece of cake.

Look at the trees very carefully before you jump into them. Some are home to disgusting creatures that prey on human blood!

Be sure to check the tree-tops for extra life bottles, magic, and even occasional extra lives.

Look out for gaps in the ground, if you fall in that's one life straight out of the window.

Don't miss the extra life tucked away on this small ledge.

Beware of these strange creatures, they are basically time bombs waiting to go off. Hit them once and then get out of the way!

More fire-breathing were-wolves stalk these halls. Duck low and bombard them with a flurry of kicks.

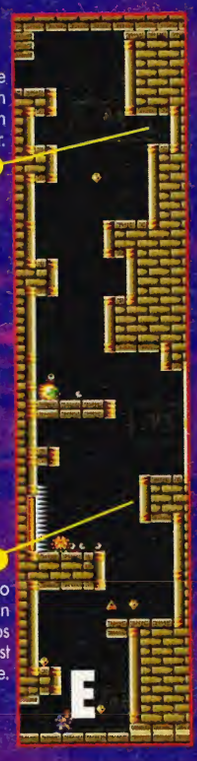
Use these moving platforms to get across the flame pits. If you fall, get out immediately otherwise you'll suffer severe energy loss.

If you can survive this perilous tunnel you'll come face to face with the boss a little sooner than expected. Avoid the first spiked-ball and then make your way upwards.

Don't be intimidated by these winged creatures. Simply use your magic to fly across the gap and reach the opposite doorway.

Stand on this block and change the colour of the stone in the middle. A secret path of blocks will now appear above. Use them and jump off quickly, otherwise they'll disappear and you'll be left treading air!

Use your magic to kill the two demons, then grab the extra life in the corner.



Stay in these gaps until the wall starts to open out, then quickly jump up to the exit in the top-left corner.

The walls in this tower close in so you'll have to progress upwards in short stages. Look for the gaps and then wait for the nearest available opportunity to continue.

GENIE BOSS

When the Genie rises for the first time, run to the other side of the screen until he fires at you. Then run towards him and hit the lamp repeatedly and then repeat the process.

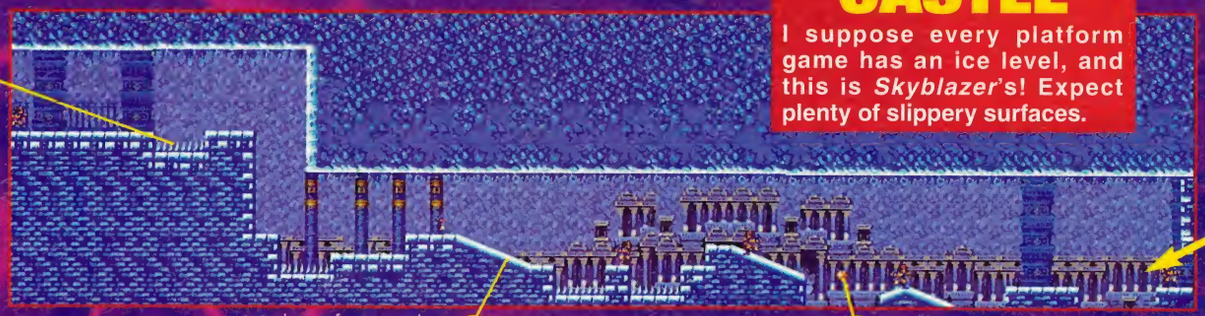
GRUB BOSS

When the grub rolls towards you, cling to the left hand wall and then jump over it. It will then stop and fire at you.

Repeat the first stage twice more and then duck in the corner as it rolls towards you. You'll be safe from its spikes if you hug the wall.

PETROLITH CASTLE

I suppose every platform game has an ice level, and this is *Skyblazer*'s! Expect plenty of slippery surfaces.



These spikes pose little threat, simply jump over them and go right, avoiding the small goblins that lunge at you.

Watch your footing on these slippery slopes, otherwise you'll fall into the spike pit.

More hazardous slopes crop up towards the exit. Try and grab the gems as you jump across.

Avoid falling into the water at all costs, as soon as you break the surface, you'll be attacked by piranha fish!

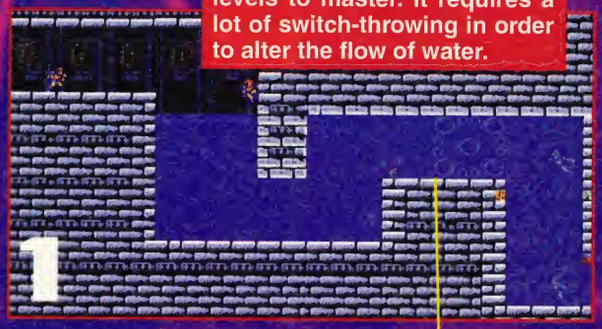
These bow-toting serpents require several hits to kill. Keep low and avoid their line of fire.

FALLS OF TORMENT

This small level is actually quite tricky. My advice is to use your magic to fly across.

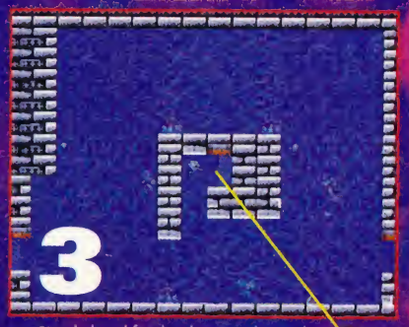
LAIR OF KHARYON

This is one of the hardest levels to master. It requires a lot of switch-throwing in order to alter the flow of water.



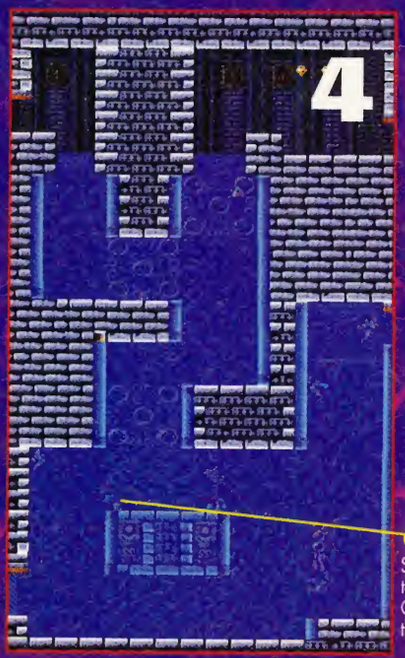
Hit the switch at this point to change the flow of the water, thus allowing you to get to the exit.

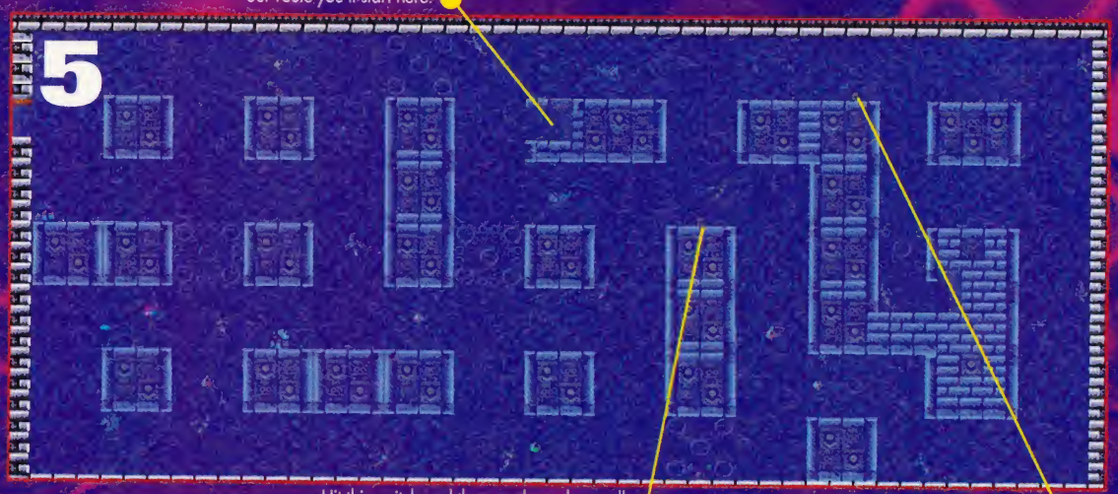
Avoid or kill the water beasts that lurk in the icy depths, then flick this switch to get to the exit.



Simply head for the doorway located in the centre of this stage. There are a few bonuses to pick up on route.

Your starting point on this level will vary depending on which route you took through the previous stages. However, if you took our route you'll start here.

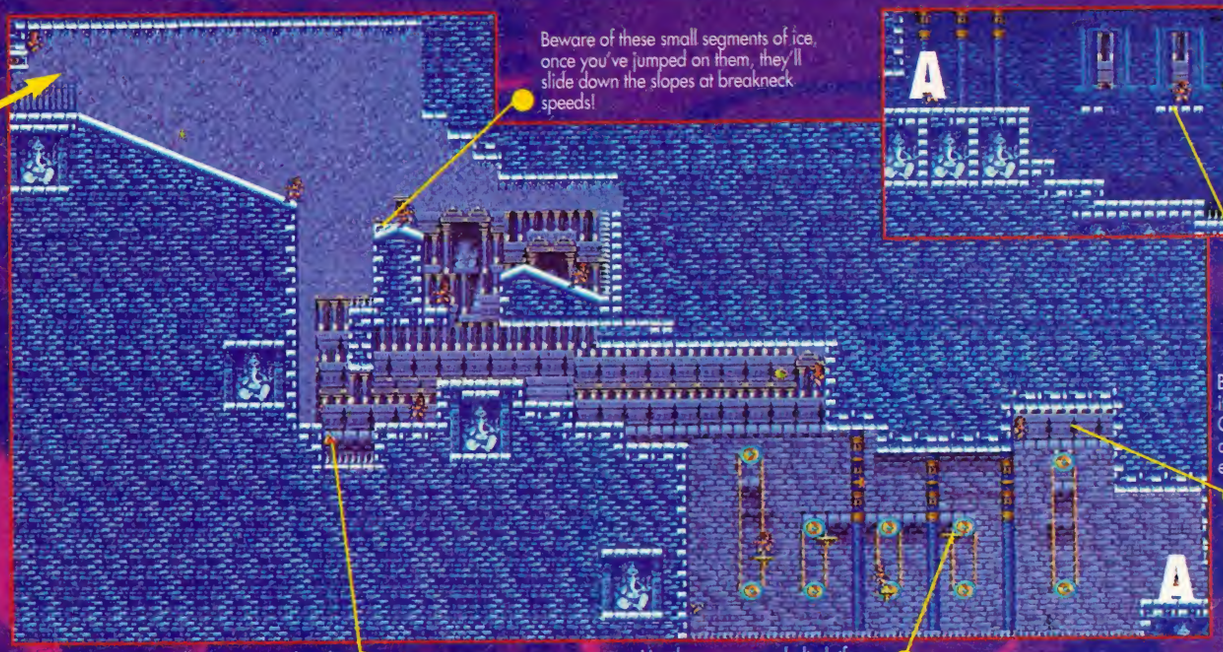




Swim upwards and hit this switch to allow you to progress. Continue going upwards and then take the left hand route.

Hit this switch and then go down the small passage to the right.

Swim up and then use your first magic ability to flick this switch. Then swim downwards into the previously unaccessible door.

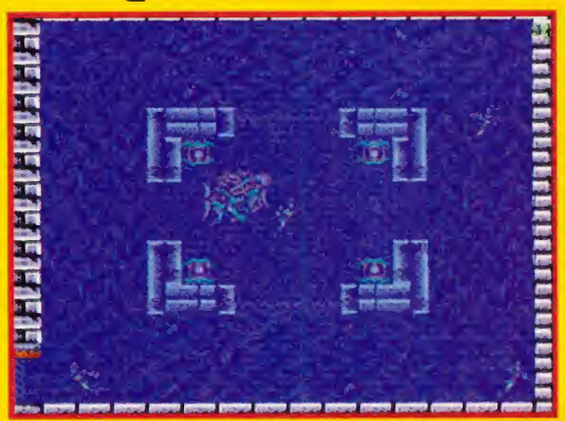


PART 2 NEXT MONTH!

ICE BOSS

This is quite a technically impressive boss! Your aim is to destroy the face in the creature's forehead and the eyes at either side. To get yourself off to a good start, use your first magic ability to fire a shot across all three targets. Once you've hit them once, the head will spin around. Be sure to jump through the gaps in the ice as it does so, otherwise you'll die. Repeat the process until you've ran out of magic and then continue by jumping up and puncingh the targets.

AQUA BOSS



This is a tricky boss to defeat. A few seconds after you enter the room, the four eggs will spawn a nasty school of killer fish. Swim around the outside, getting the fish to follow you, and then quickly duck inside the centre blocks. Hopefully, this will trap them on the outside leaving you free to kill at least two of the eggs.

Secret Bonus Level

This had me foxed for ages, but then I finally stumbled across the method of accessing the secluded shrine at the top of the level map. After you've completed the Gateway of Eternal Storms, push Up on the land map and you'll be whisked away.

First of all you'll enter another flying section where you can grab gems for extra lives.

You'll then enter a new shrine and be given an energy power-up by the old man.

Now you'll emerge on the land map next to the lake. Walk into the boat for a new level.

In this section you'll have to cling to the box in the centre of the boat to avoid the wave.

If you don't jump into the box, you'll be swept away and lose a life.

NEW BUSTERS

This is where we reveal all the latest cheats and tips from all around the world. With correspondents in America and Japan, you can trust no-one else to find out all the juciest tricks that every programmer hides in their games. On these two pages you'll find all the latest cheats and codes, plus there's every tip ever found in the Busters A-Z over the next few pages. If you've got a cheat that has never been printed before, send it to us now. The address to write to is *Busters, Super Gamer, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

FIFA INTERNATIONAL SOCCER

SUPER NES

Special cheat mode
Try the following codes on the option screen to get some strange cheats:
Invisible walls – Y, Y, Y, X, A, A, A and B.
Super offence – R, R, R, R, R, L and R.
Super defence – L, L, L, L, L, R and L.
Crazy ball – X, A, B, Y, Y, B, A and X.
Crazy curve ball – B, A, R, B, Y and L.
Super kick – B, A, B, B, B, B, B, B, B and B.
Dream team – A, A, B, B, Y, Y, X and X.
Super goalie – A, A, A, A, A, Y, Y, Y, Y and Y.
Super defence – L, L, L, L, L, R and L.

There are two sure-fire ways to score in *FIFA*, although we have also included a few more tricky shots that will stun your opponent.

Method 1
When playing up-field, pass the ball to the top player and then as he reaches the edge of the outer box, press and hold down the shoot button to bring the power bar into the red. As you cross the line of the box; facing down diagonal, let your finger off the shoot button and press Right on the joypad to send the ball crashing into the top right corner of the net.

Method 2
This is exactly the same as above, but you are playing downhill and shooting into the top right of the bottom goal.

Method 3
Get one of your players into the box directly in front of the goal and when you are about two strides from the goalie, boot the ball into the top left corner of the net. Note:– it will only work in this one corner.

Method 4
This is the real cheaty cheat move so turn away if, like Keith, you hate cheating at our national game. Generally this also only works when you are playing the computer because otherwise the goalie's kicking box gets in the way.
When the ball goes to the goalie, select a striker, then run right up to him and stand where he is going to kick the ball. As the kick is taken, the ball should ricochet off your man and you can quickly punt the ball into an open net!

X KALIBER 2097

SUPER NES

Level select cheat
All you need to do to access this option is go to the title screen and press the following buttons on controller one: R, R, L, L, U, D, L, D, D and D. If the cheat has worked the music will restart. Following this you must now press the Y button to move the cursor to 'New Game', press Y again. The word 'Round' appears and you can now choose the stage you want; press Y to begin.

EQUINOX

Invincibility
Wait for the title screen to appear and press the following buttons in this order on controller one: L, L, R, R, L, L, L, R, R, R, L, L, R, R, L and R. If the code has worked the copyright notice will turn from blue to green.

JURASSIC PARK

GAME BOY

Stage skip
When the T-Rex appears and opens his mouth press Up, Down, Left, Up, Down, Right and Select. Do this twice, then press Start to enter the game. During the game, press and hold down Start, then press Select to skip the levels.

TAZ-MANIA

SUPER NES

10 continues
Go to the options menu and press B, A, Y, A and X for ten continues.

20 continues
Press Y, X, B, X, A, X, L, R, B, A, Y, A, X and A for 20 continues.

Stage select
For a stage select, press A, Y, A, Y, X, Y, B, A, R and L.

SUPER METROID

Restore all your energy
First of all, in order to get this cheat to work you must have at least ten missiles, ten super missiles, 11 power bombs, 50 points or less on your power meter, and your reserve tanks must be empty.

Use the default setting on the controller and roll into a ball, then press Select three times. Drop a power bomb and keep holding the X button while simultaneously holding L, R and Down. The bomb will explode, causing the screen to turn white and you will then see Samus floating in a ball of white light while 14 of your energy tanks get refilled. This is extremely useful for fighting bosses.

SKYBLAZER

30 lives and password
Once the title screen appears, go to the password option and enter the code which you can see here. What this will do once you have entered it is reward you with 30 lives and take you very near the end of the game.

CHOPLIFTER III

Level codes
Level 2 – DSRTLLN
Level 3 – MRDSTGN
Level 4 – MDCTLVN

PINK GOES TO HOLLYWOOD

Debug Mode
Start playing the game and when Pink is standing still, press B on controller two. Once this has been done, press Y on controller two to activate the invincibility mode. If you want even more after that try pressing the R button on controller two to get a slow motion mode.

SUPER GHOULS 'N GHOSTS

Level select
Go to the options screen and then make sure the cursor is highlighted over 'exit'. Now on controller two, press L and Start together and then press Start on controller one. A new screen will appear which allows you to start the game on any level you want.

MACROSS

Level select
When the Zamuse logo appears, press Up, then rotate the D-pad in an anti-clockwise direction twice, then press L, R, L, R and Start. You should now have access to a level select which can be found on the option screen.

SUPER CONFLICT

Mission select
On the game map, hold down the L and B buttons, then the X and Y buttons. Whilst holding all these down, release X and hold it again. Now let go of all the buttons and move the jeep into the unlit area. Press L and B to enter the stage.

WOLFENSTEIN 3-D

All the level codes!

Floor 1
Level 2 – TUTKLF
Level 3 – UTKLKH

Floor 2
Level 1 – UTCNLF
Level 2 – RRKLSQ
Level 3 – RNKLPT
Level 4 – SCJQRP

Floor 3
Level 1 – SNKLQN
Level 2 – PCKLRM
Level 3 – BNKLRM
Level 4 – QCKLSQ

Floor 4
Level 1– MCKLTP
Level 2 – MNKLTP
Level 3 – NCKLUS
Level 4 – NNKLUS
Level 5 – KCKLMR

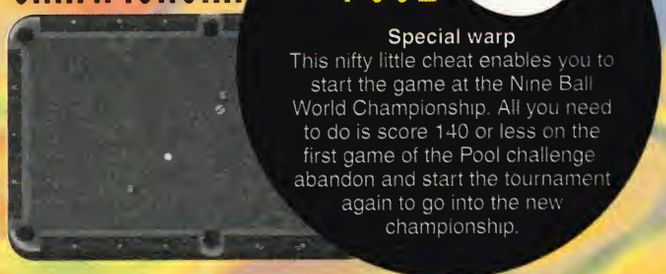
Floor 5
Level 1 – KNJFUN
Level 2 – LCDFNU
Level 3 – LNDLSQ
Level 4 – HCKLPT
Level 5 – HNKLPT
Level 6 – JCKLQN

Floor 6
Level 1 – JNKLQN
Level 2 – DCKLRM
Level 3 – DNKLRM
Level 4 – FCHLVN
Level 5 – FNKLSQ
Level 6 – BCFQVS

RAINBOW BELL ADVENTURE

Power-up cheat
Pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A and then unpause it. You should have every power-up possible.

CHAMPIONSHIP POOL



Special warp
This nifty little cheat enables you to start the game at the Nine Ball World Championship. All you need to do is score 140 or less on the first game of the Pool challenge abandon and start the tournament again to go into the new championship.

MEGA MAN X

Loads of lives
When you have completed the first stage, go to the Armadillo level and work your way to the right. After a while you will find a bat hanging down from the roof. If you blast it, it should reveal a 1-Up. Now if you keep going back to the left and then shooting the bat you will get another life. Keep doing this to get nine lives. You can return to the Armadillo stage at any point in the game to stock up on lives.

BUSTERS

Think of a tip, any tip, then look it up here. You should find every single cheat for every single Nintendo game right here. If not, write in and tell us what it is. You could win a SUPER GAMER T-shirt for your troubles, or even a game of your choice. If you cannot get any of these tips to work, or you want to show us some new ones, send your letters to *Busters, SUPER GAMER, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

SUPER NES

ACTRAISER

Extra life
Call on the rain over the forest in the Northeast and the people will hand you a 1-Up.

Another extra life
In Kasandora, when the pyramid appears, cause an earthquake and a 1-Up will appear.

ACTRAISER 2

Play the demo screen
Set the difficulty level to 'Hard', then enter the following password: `BJQX YRKC DLSZ.` You can now fight your way through the demo screen.

Password
Death Heim: `MFCL SYMC MSXF`

New boss
To enter a stage which has a boss from the first game enter the following code:
`XxxxYyyyZzzz`
You will then start the game and be faced with this familiar monstrosity.

THE ADDAMS FAMILY

19 1-Ups
First of all, go to the secret room. When in the room, go to the bottom left corner and walk up the stairs. At the top of the stairs (Up in the top left corner), you will find yet another secret room. In this room, there is a heli hat power-up. Get this and go back the way you came as fast as possible. Up the stairs, and go to the Clock room. Now push the jump button very fast so you fly. Make your way to the upper floor. Behind the door here, you will find 19 1-Ups.

100 Lives
Enter the code `11111`, and start the game. The life starts at zero, but when you die the lives roll over to 99.

Extra Hearts
Enter the password `BLRRR`. You'll start with five hearts, 36 lives and only have Morticia to find.

ADVENTURE ISLAND

Level Select
Press Right button, Right button, X and Start on the title screen.

AERO THE ACRO-BAT

Level skip
At the start/options screen, press the following buttons: Down, A, Down, Y, Down, A, Down, Y. You should then hear a jingle, now go to the first level and when Aero appears press Start. Then press Up, X, Down, B, Left, Y, Right, A, L and R. Press Start to pause the game and then Select to skip levels.

ALADDIN

Passwords
Level 1: Genie, Abu, Aladdin, Sultan
Level 2: Jafar, Abu, Jasmine, Genie
Level 3: Genie, Jafar, Aladdin, Abu
Level 4: Abu, Aladdin, Genie, Jasmine
Level 5: Jasmine, Jafar, Sultan, Jasmine
Level 6: Jafar, Jasmine, Aladdin, Jafar
Level 7: Aladdin, Jasmine, Abu, Sultan

ALFRED CHICKEN

Warp Zone
On the first level of the game you will see a balloon with a sunflower on it. Jump past this balloon so you hit the right hand wall, if this is done correctly then a block on the wall should appear. Use this block to jump up on to the top of the screen and then walk left. When you can't walk any further, press up on the control pad and you will be taken into a room with a door. go through this door to enter the warp-matic screen which gives you the chance to go to levels 2,3,4 and 5.

ALIEN 3

Cheat mode
On controller two press A, B, Y and X. On controller one, the A, B and X buttons will activate different cheats.

Passwords
Stage 2 – `QUESTION`
Stage 3 – `MASTERED`
Stage 4 – `MOTORWAY`
Stage 5 – `CABINETS`
Stage 6 – `SQUIRREL`
End Squence – `OVERGAME`

ALIENS VS PREDATOR

Secret options
During the intro screens, wait until the girl has turned into stone, then press Start. Now press and hold L, then Right, then X and then press Start. The secret options screen will now appear.

Level select
Select configurations and enter the options menu. Press and hold Left button, Right button, X and A on controller two, then press Start on controller one. A level select will appear.

ANOTHER WORLD

Passwords

Stage 02 – `HTDC`	Stage 03 – `CLLD`
Stage 04 – `LBKG`	Stage 05 – `XDDJ`
Stage 06 – `FXLC`	Stage 07 – `KRFK`
Stage 08 – `KLFB`	Stage 09 – `DDRX`
Stage 10 – `HRTB`	Stage 11 – `BRTD`
Stage 12 – `TFBB`	Stage 13 – `TXHF`
Stage 14 – `CKJL`	Stage 15 – `LFCK`

ARCANA

Level skip
On the title screen press Down, Select, Select, X, Y, Select, Select, Left button, Right button, Select, Select, Left, Right, Up. Now press the following buttons to select any level.

Chapter 2	–	Press A
Chapter 3	–	Press B
Chapter 4	–	Press X
Chapter 5	–	Press Y

AXELAY

Level select
When the start sign appears, press Up and Down repeatedly.

Infinite lives
Pause the game, unpause then pause it again. Press Select, Up, Down, Left, Right, Y, B, A, X. Now unpause the game and if the cheat has worked it should say "Mutek" where the lives should be.

BATMAN RETURNS

Lives cheat
At the title screen, move the bat down to the options and press Start. On controller two, press Up, Up, Down, Down, Left, Right, Left, Right, B and A. Music will tell you if the cheat has worked. Using controller one, move down to the option that says "REST". You can now make your lives go up to nine.

BATTLE BLAZE

Special play mode
When the title screen appears, hold the Select button then press Start to access the options screen. Hold the R button, then press the following buttons: Up, X at the same time, Right, A at the same time, Down, B at the same time the Left, Y at the same time. If you have entered this correctly, the screen will change to the extra-play mode.

Infinite credits
From the title screen, press Start and Select to access the options screen. Now press and hold the Left button then press Up and X at the same time. Then press Left and Y simultaneously, followed by Down, B, Right and A.

BATTLETOADS AND DOUBLE DRAGON

Warp Zone
On the character select screen press the following buttons on controller two: Up, Down, Down, Up, X, B, Y, A then press Start. You should see the warp screen and have an extra ten lives in the bargain.

BATTLETOADS IN BATTLEMANIACS

Five lives and five continues
On the title screen, hold down A and B, then press Start. When the flag blinks red the cheat has worked.

BEST OF THE BEST

Super fighter
For a score of 99-99-99, type in the code: `RHT255SZ7G`.

BLAZING SKIES

Power-up
To power-up Marcel LeBlanc to the maximum, select the "Continue Game" option and then go to "End".

THE BLUES BROTHERS

99 lives
Collect the 11 extra lives at the Denver concert then kill yourself. Repeat the process until you've achieved the 99 lives limit.

BOB

Maximum power
Enter the password as: `19642Ø` to receive a full arsenal of totally powered-up weapons.

Infinite lives/energy
Change the second number of the password code to nine. This will give you 99 of everything. When your 99 lives expire, they become infinite energy.

Passwords
The levels are divided into sections of four or five – the following passwords will bring you to the start of each group.

`171Ø58`	`462893`
`95Ø745`	`583172`
`472149`	`743690`
`672451`	`1Ø3928`
`272578`	`144895`
`652Ø74`	`775Ø92`
`265648`	`481376`

BOXING LEGENDS OF THE RING

Level codes reverse order

Fight 1	`BRBVFHNNBBGL1NF`
Fight 2	`HCFBVFNKKBBGL1N6`
Fight 3	`HDKBSFMKKBBGL1N6`
Fight 4	`2FCBQFHLLBBGL1N5`
Fight 5	`22GVBQFKDNBBGL1NN`
Fight 6	`2HQBNFNGGBBGL1NV`
Fight 7	`HJNBLFNGGBBGL1NF`
Fight 8	`WKGBGLNFDCCBD1NJ`
Fight 9	`BLDBDLNDDBGDWLN1`
Fight 10	No code needed.

BUBSY

Level codes

Level 1 – `JSSCTS`	Level 9 – `DBKRRB`
Level 2 – `CKBGMM`	Level 10 – `MSFCTS`
Level 3 – `SCTWMN`	Level 11 – `KMGRBS`
Level 4 – `MKBRLN`	Level 12 – `SLJMBG`
Level 5 – `LBLNRD`	Level 13 – `TGRTVN`
Level 6 – `JMDKRK`	Level 14 – `CCLDSL`
Level 7 – `STGRTN`	Level 15 – `BTCLMB`
Level 8 – `SBBSHC`	Level 16 – `STCJDH`

CARL RIPKIN JR

Championship game
To get to the championship game, enter the following code:
`RCCJKJBDSPKDGGGFFRC`

CASTLEVANIA IV

Invisible stairs
On the screen, just before the final confrontation of Dracula, you will see some stairs. Do not climb them, instead walk to the end of the ledge and take a large jump to the left. You will land on an invisible ledge, walk a little to the left and climb down the invisible stairs. Move as far left as possible and power-ups will start falling from the sky. Wait until you have collected 99 hearts, a triple boomerang and the best whip. Now go back the way you came and fight Dracula.

COOL SPOT

Level select
Hold L and R together and then reset the machine, when the Virgin logo appears press Select 30 times to enter the debug menu.

See end sequence
On the title screen press the following buttons on controller one: L, Left, R, Right, Up, X, Down and B.

CYBERNATOR

Infinite continues
On the title screen, move the selector to 'Option', then simultaneously press and hold Up, Right button, Left button and Start. You can now select "Free Play" and continue indefinitely.

Unlimited Napalm Flame
Play the whole of level one without shooting anything, then kill the end of level guardian. Now on the next level you can choose a Napalm Flame Thrower and hang on to it throughout the game.

D-FORCE

Different demo
Grab yourself at least 100,000 points, then enter your name in the hall of fame as **ZTT**. The demo will run without any enemies.

DARIUS

49 lives
Go to the options screen and plug in controller two. Hold down the Left and Right buttons and press Select and Start on controller one.

DEATH VALLEY RALLY

Start with 75 lives
On the title screen press, Left, Select, Right, Y and Start simultaneously. When the 'Zippety Splat' comes up, press X as well.

DESERT STRIKE

Ten Lives
On password screen enter: **B59JS27**. You will get ten lives. When you complete a level, any lost will be restored.

Game over code
Enter this code to see the final screens without playing any levels.
99P55LM.

Passwords
Mission 1 – **3ZJMZT7**
Mission 2 – **K32L82R**
Mission 3 – **JR8P8M8**
Mission 4 – **F9N5CJ8**
Game over – **99P55LM**

DINOSAURS

Passwords
Stage 2: **H1KHDEOMXFQ3**
Stage 3: **XVBXQMRSNSW6**
Stage 4: **V1O4KEWYXV4N**
Stage 5: **VSGHJWWGX43N**

DRAGON'S LAIR

Passwords (easy level)

Level 1	–	**2A, 4B, 6D, 7C**
Level 2	–	**3B, 5C, 7D, 8A**
Level 3	–	**2C, 3D, 6A, 8B**
Level 4	–	**1C, 2D, 3B, 8A**

Extra lives
Locate the three extra lives available on level one, then simply return to collect them as many times as you want at any point in the game.

DRAGON BALL Z

Control all characters
Hold down Y, X, A, B, L, R, and rotate the D pad until you hear a shout.

DRAGON BALL Z 2

Select characters
Thanks to Sebastian Thoo for this cheat. To select every character, press Down, X, Up, B, L, Y, R, and A on the title screen. If the cheat has worked you'll here a short chime.

DUCK TALES

Save $300,000
To avoid paying the $300,000 to the statue in the Amazon, you have to do this with Launch pad. Crawl one screen up, and jump up onto the ledge at the right. From there you can jump into a hidden passage, it goes left and takes you direct to the statue.

F1 EXHAUST HEAT

Music select
When you come to register your name input **OTO** as the first three letters. A selection of different back ground music is yours.

Turbo boost
During any part of the game, press Left button and Right button simultaneously to accelerate immediately to 400kph.

Loads of cash
On the password screen, enter your name as **SETAUSA** to earn yourself a handy £10,000

F1 EXHAUST HEAT 2

On the notice screen, press the following:

Rank select
Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Right.

Time configuration mode
Up, X, Right, Y, Down, B, Left, A, A and Start.

Car select mode
Up, Down, Left, Right, X, B, Y, A, A, A, A, A, A, A and Start.

F-1 Track Select
A, A, A, A, B (repeat 14 times) and Start.

Sound Test
L, R, L, R, L, R, L, R, L, R, L, R, R and Start.

Two player tank game
Y, Y, Y, Y, X, X and Start.

Breakout style sub-game
X, X, X, X, Y, Y and Start.

FACEBALL 2000

Cyberscape mode
Go to the title screen and hold both L and R buttons at the same time, Choose one or two players while still holding these down and press Start. Let go of L and R and a new option called Cyberscape will appear. This is a completely new game and features loads of new enemies and a split screen mode.

FATAL FURY

More characters
Go to the 'Street Fight' mode. Player one chooses one or two players, now press Down on controller two. This will reveal more characters.

Boss select
Pressing down on player two's joypad will allow him to be the guardians.

FATAL FURY 2

Select bosses
When the Takara title screen appears and the music starts, press B,A,X,Y,Up, Left, Down, Right, L, R. You should then be able to select the bosses.

FINAL FIGHT

Hidden options menu
On the title screen, press and hold the Left button and Right button and press Start. You can now select number of lives as well as difficulty level.

FINAL FIGHT 2

Same player code on 2 player
On the title screen enter the following:
Down, Down, Up, Up, Right, Left, Right, Left then the L and R buttons at the same time. The screen will turn blue, select a two player game. Let player two, choose the character you both want and then have player one choose the same character.

FIREPOWER 2000 (US)

Level warp
Level 1 – R, L, R, R, L, L, R, L, R, R, L, L.
Level 2 – R, L, R, R, L, L, R, R, R, L, R, R.
Level 3 – L, R, L, L, R, R, L, L, L, L, R, R, R, L.
Level 4 – R, R, R, L, L, L, R, R, L, L, R, L, R, L.
Level 5 – R, L, R, L, L, L, R, R, L, L, R, L, R, L, L.

Control both Jeep and Helicopter
On the title screen, press Select to get two player option. On this screen press Start and A simultaneously. Now you can start a one player game controlling both vehicles.

FIRST SAMURAI

Stage select
On the options screen, hold L,R,X and A together, when the doors start shutting, press one of the following directions on the control pad to go to a new level.
Right: stage 1-2
Down: stage 2-1
Left: stage 2-2
Up: stage 3-1

FLASHBACK

Passwords
Level 2 – **JWLYX**
Level 3 – **RSVP**
Level 4 – **DXCPT**
Level 5 – **SLMN**
Level 6 – **ZTHRK**
Level 7 – **CRLQXZ**

FLYING HERO

Level select, Extra continues, Extra lives
On the title screen, press Select to access the option screen. Now, on the second controller press Select and Start simultaneously to bring up a further secret screen allowing you to select any level and set the amount of continues and lives you want.

F-ZERO

Short cut
When you play on Port Town 2, go round one lap and just after the line you will see a jump. Activate the power boost and press Right just as you hit the jump. You should clear the gap and land on the other side of the track.

GODS

Passwords
Temple – **SD1**
Labyrinth – **MGB**
Underworld – **BMH**

GOOF TROOP

Passwords
Level 2 – Bananas, Red Diamond, Cherry, Bananas, Cherry.
Level 3 – Cherry, Red Diamond, Blue Diamond, Cherry, Bananas.
Level 4 – Red Diamond, Cherry, Blue Diamond, Blue Diamond, Red Diamond.
Level 5 – Bananas, Cherry, Blue Diamond, Red Diamond, Bananas.

GRADIUS 3

Extra continues
On the title screen, press the X button repeatedly to gain extra credits. Each time it is pressed ten times you'll be rewarded one continue, so you can keep pressing for up to nine credits. Make sure you start the game before the title screen disappears or the number of credits reverts back to four.

Extra Arcade level
This cheat will not only make the game harder but also add an entirely new level! On the options screen repeatedly press the A button as quickly as possible. The word **ARCADE** should appear where the level of play is shown.

Weapon power-up
Pause the game and press Up, Up, Down, Down, L, R, L, R, B, A and then restart the game. You will have missiles, options and shields – use the cheat wisely as you can only use it once per stage.

Extra lives
On the title screen hold Left, press A three times and then start the game. This will give you 30 extra lives to play with.

HOLE IN ONE

Special clubs
Enter **METALPLAY** as your name and you'll receive a special set of clubs.

HOOK

99 Peter Pans
When you are in the caves on level five, fall down the first hole on the right. Tinkerbell is waiting below, walk or fly to the right and you will see a 3-Up and a leaf. You have to go underneath the rocks to get both of these then kill yourself and they will re-appear!

HUMAN GP

Change grid position
On the starting grid, press and hold Select and then press B. This will change the position.

THE HUNT FOR RED OCTOBER

Level select
Pause the game, then press Y eight times.

Soundless
Hold A and B down, and at the same time, press Up and Down. Now you can make yourself soundless 25 times.

JACKI CRUSH

Loads of balls
On the password screen, type in as many fives as possible in a row. Now go into the game and you'll find yourself with 840 million points and more balls than you know what to do with.

JAMES BOND JR

Passwords
Level 5 – **9Ø25**
Level 6 – **1813**
Level 7 – **3353**

JERRY BOY

Level Select
When the game says "Push Start", press Up, Down, Down, Left, Right, Left, Right, B, A, Select and Start for a level select.

JIM POWER 3-D

Level skip, life increase, more time
On the title screen enter the following code on controller two: X, A, B, Y, A, B, Y, X, B, Y, X, A, Y, X, A and B.

JOE & MAC

Return to last continue point
If you die when taking the last dinosaur, to get to the last continue point, Pause, X then press Select. You will go back to this point.

Extra credits
For up to nine extra credits, rapidly press the X button on the title screen. For every tenth press of the button you will get an extra credit. However, if the title screen disappears, the number will revert back to four. All you have to do now is enter the level again and get the life. Repeat the procedure for as many lives as you can handle.

JOHN MADDEN

Championship finals
Go straight to the championship finals by entering **GDRFDDMC**.

Super bowl
To get straight to the Super Bowl type in the code **BBBB5NZ5C**

JOHN MADDEN '93

Passwords
Dallas vs Greenbay – **DJGPBBKC**
Dallas vs Philadalphia – **DJLPBBPC**
Dallas vs Cincinnati – **DFRNCFVC**
Chicago vs Washington – **DFGNBBFC**
Chicago vs Greenbay – **DFLNCBLC**
Chicago vs Cincinnati – **DFRNCFVC**
Houston vs Cincinnati – **MNGLBBVC**
Houston vs Kansas city – **MNLLBBFD**
Houston vs Greenbay – **MNRLBDMD**

KABLOOEY

Passwords

Level 17 – **DBVG**	Level 24 – **WPRG**
Level 18 – **DPLL**	Level 25 – **LFBG**
Level 19 – **DJSK**	Level 26 – **CVFF**
Level 20 – **GBTF**	Level 27 – **LPJC**
Level 21 – **JRPN**	Level 28 – **DBTG**
Level 22 – **GBMF**	Level 29 – **WGGD**
Level 23 – **PBSS**	Level 30 – **TJMG**

KRUSTY'S SUPER FUN HOUSE

Start at the last level with 50 lives
Hold down X, then reset four times. You should start at the last level with 50 lives.

Level codes

Level 2 – **SKINNER**	Level 4– **BARTDUDE**
Level 3 – **SCRATCHY**	Level 5– **BOUVIER**

Open all doors, extra pies
Enter **JOSHUA** with a space before the first letter and after the last. Now press Start and Krusty will laugh insanely to indicate the cheat has worked. Now you can enter any door in the game and press both L and R buttons for a pie refill.

LAMBORGHINI AC

Bonuses
If you complete a race without hitting any other cars you get a massive $100,00 bonus. Collect 70% of the roadside objects for $50,000.

LEGEND OF THE MYSTICAL NINJA

Password
Level 9 – **Z+LHd H**

LEMMINGS

Level codes

	FUN	TRICKY
Level 20	**RMHOGBX**	**XTMWFLP**
Level 21	**ZXBLWZK**	**FLMTVPM**
Level 22	**HTLDXLB**	**KSGVVWK**

Level 23	ZDGHTWD	ZBPBXCT
Level 24	CFHXPSM	WHCHBQW
Level 25	PZBXCXB	LHDPGNN
Level 26	CWLGDBC	HVLXXTH
Level 27	WDNLSMJ	STVNDPK
Level 28	WDZWWCB	JFTQVSX
Level 29	WXBRTMV	SKKWSZZ

Hidden options
On the title screen, press and hold Select and press Start. A hidden options screen will appear, allowing you to adjust the controls.

Sunsoft passwords
1 – GNNBJWV
2 – RCQRFPZ
3 – FBJJKJB
4 – RMQMZDC
5 – DTCZVMQ

LOCK-ON
Increase lives and level select
On the title screen press the following buttons: Y, B, A, B, Y, Y, B, A, B, Y and B.

THE LOST VIKINGS
Level select
Hold X, Y, A and B simultaneously.

Level codes

2 – GR8T	11 – VLCN	20 – BTRY	29 – 8BLL
3 – TLPT	12 – QCKS	21 – JNKR	30 – TRDR
4 – GRND	13 – PHRO	22 – CBLT	31 – FNTM
5 – LLM0	14 – C1R0	23 – H0PP	32 – WRLR
6 – FL0T	15 – SPKS	24 – SMRT	33 – TRPD
7 – TRSS	16 – JMNN	25 – V8TR	34 – TFFF
8 – PRHS	17 – TTRS	26 – NFL8	35 – FRGT
9 – CVRN	18 – JLLY	27 – WKYY	36 – 4RN4
10 – BBLS	19 – PLNG	28 – CMBO	37 – MSTR

MAGIC BOY
Passwords
Wet World 1: LKLK LKLK
Plastic Place 1: GGGG HHHH
Future Zone 1: FTBC FTBC
Sand land 2: JLKD JLKD
Wet World 2: SQTH SQTH
Plastic Place 2: RPBC CBPR
Future Zone 2: JLNM RQDB

MAGIC SWORD
Secret warp
On floor 34, destroy the two blocks and watch the pillars closely. Hit the fourth pair of pillars on the left to flick a switch and open a door straight to Hydra!

MARIO IS MISSING!
Passwords

First room	Second room
Door 1 – PVV23CZ	Door 1 – CX746YF
Door 2 – FCBSB6W	Door 2 – NBGR6CF
Door 3 – YHYAMLZ	Door 4 – X42KLDK
Door 4 – Y4MOPFW	Door 5 – S48O5N4
Door 5 – G5F96CX	

Third room	Code for last boss
Door 1 – DWV6P78	ZPF*M86
Door 2 – PCD1384	
Door 3 – DJ49LZ3	
Door 4 – D9FKPTR	
Door 5 – TTMGMQM	

MECHWARRIOR
Invincibility
Select 'Start Game' from the title screen, highlight the third option and press the B button. On the next screen, choose what you want and then exit. The previous screen will appear again, except there will be a new option on the left. Choose it and select your Mech, then go into the game. At this point, press Start to pause the game and press the following buttons in this order: A, L, L, Y, A, L, L, Y, A, L, L, Y and A. You will see the word 'Invincible' appear.

MEGAMAN X
Passwords for import version

Strom Eaglead	Icy Penguigo	Spark Mandrill
4426	4661	4123
8712	5248	1846
7536	1287	7128
Sting Chameleon	**Armour Armage**	**Launcher Octopuld**
4423	1561	1426
1842	8817	2456
7164	1176	3444
Burning Noomander	**Boomer**	**All Villains+Sub-T**
1467	6417	1147
2457	3138	2247
1431	4551	1451

2 Sub-T	3 Sub-T
4141	5556
6427	2242
8126	7580

Ryu's fireball!
To gain this you must have first killed all the bosses, have all the armour, sub-tanks and heart containers. Go back through Armoured Armadillo stage and collect the power-up at the top of the cliff before entering the boss door . Enter and exit the weapon select screen five times, and you will see a chamber, go in here to get the ultra powerful fireball which kills enemies in one shot!

MORTAL KOMBAT
Silver Goro trick
When you reach Endurance three, make sure you are using Rayden and perform the finishing move to take out your opponent. Once you have completed Endurance three, a metallic Goro will jump onto the screen, he will only stay this way for one round and then revert back to his normal form.

Reptile cheat
Fight your way to the pit stage. Get a double flawless victory and you will have to fight Reptile in the pit stage.

Strange finish using Sub-Zero
Kill your opponent by any means possible in the first round. In the second round you must get your opponent's energy all the way down without 'Finish Him' appearing. Use Sub-Zero's freeze to make the 'Finish Him' appear, then slaughter him with the finishing move. The ice around your opponent will shatter leaving the body standing.

Stun cheat
This cheat will work with practise. Get close enough to the opponent to perform a flying kick so that you land just to the other side. Quickly perform the same move back again before there's any retaliation and once more. On landing the third time, instantly jump back over the opponent with a normal rolling jump. The opponent will now be stunned and unable to move. Push them up to the edge of the screen and uppercut, then follow up with a series of low punches. The opponent will be unable to fight back.

NBA JAM
Special characters
Answer "yes" to the initials question and then enter the first two letters of the code, and highlight the last one. Now press and hold L, R, Start and the required button, either X or A.

Character	Initials	Button
Bill Clinton	ARK	X
Al Gore	NET	A
Turnell	MJT	A
Rivett	RJR	X
Divita	SAL	X
Air Dog	AIR	X
Chow-Chow	CAR	X
Weasil	SAX	X
P-Funk	DIS	A
Warren Moon	UW	A
Kabuki	QB	X
Scruff	RO	X

Harder game code
To play a team which is a lot more difficult than all the rest, type in the following code: NPNRDYY PM13JKY.

Juice mode
To access the 'juice' (faster) mode, on the "tonight's match-up" screen press any button 13 times, then hold B and X until the tip-off. The word "juice" will appear on the screen and the players will be much faster.

Better defence
Choose your game and then pick the team as normal. When the 'Tonights match up' screen appears, press any button five times. On the fifth time, hold the button down until the tip off occurs and you will have a better defence.

Shot percentage
At the tonight's match-up screen, press any button once. Then press and hold DOWN, A and B together until the tip off occurs. You will see the % sign at the bottom left hand corner of the screen.

NHPLA HOCKEY '93
Codes for the final rounds of the game
H5J3V79RM4ZVHW2P – Minnesota vs Washington
H5L19CY59FPZPT22 – Winnipeg vs New Jersey
BN7Y34ZSP46DIT4R – Buffalo vs Louis
DHYLKFDGB0B402SP – Washington vs Los Angeles
C42Z8MN44Y4YLG39 – Qubec vs Vancouver
HZ2B48N9HY55MK8W – Chicago vs New Jersey
HFPY7KLT9VXYCFV1 – Calgary vs Hartford
C4Z358NMFJG3JMK0 – New Jersey vs Toronto
FZV795XCZ344SNSM – Calgary vs Montreal
B14J9L0YLTCP9LDS – Boston vs Chicago
G75X97V90T0M6MNY – Vancouver vs Qubec
HFNB55PZ9WLTMZSM – Vancouver vs Boston
HL61CRJ3NX49PT3K – Edmonton vs Buffalo
B17F5MF0ZG238V8F – Boston vs Minnesota
HTPTRGHGWB79VHZP – Winnipeg vs New York
FFB1LC1K10YZW0V2 – Detroit vs Buffalo

Final code
To go straight to the final between Los Angeles and Boston, enter the following code on the password screen: C42BWBG00P37LV9J

NIGEL MANSELL'S WORLD RACING
Race passwords
Mexico – LZ9ZN40LJ2541STCVL
Brazil – 6CL732YLZ3H07VNBR9
Spain – PZPP693R91Q7NHQ..2
San Marino – R49RGKFH.JBDSV0T79
Monaco – L0XJ.XVCH3L7GDCFOR
Canada – B7JPR46QRB.RG08HNL
France – LV0ZB206FG0K62K2D7
Britain – TKX.B7G3VTJFS1QSKX
Germany – TQPCLTBTB7X21.JQGT
Hungary – HLL2FWG1Y20FL.1NG5
Belgium – YMGW4BXM3BV61JR565
Italy – 4QX4JKWXT50ZQ..K35
Portugal – 4F3M0TZ5070064KGC5D
Japan – R48RR9GT7JB.BZVR4D
Australia – 33DV4B,F1ZZG538GW3
End screen – PV2JTFBK4Y696H4DXY

ON THE BALL
Access codes
Field 2 – MHWYR
Field 3 – HCCWD
Field 4 – WRJMH

OUTLANDER
Infinite energy
Press Up, Left button, Right button, Up, B and A during the game.

PAPERBOY 2
Higher level
Go to the Route Option in the Player Select screen, and enter the code 6479.

Passwords
Route: 5738 – Week 2
Route: 6479 – Week 3

PARODIUS
Use super bombs three times
Pause the game press X, X, X, B, B, B, Y, Y, Y, A, A, A, Left and Right.

Level select
On the ship select screen, choose the Octopus ship which is below Vic Viper and press Up, Left button and X simultaneously. Continue to hold the buttons down until the level select screen appears.

Secret level
Go to the bottom of the water beds on level three to access a secret level.

Full power-up
Pause the game, press B, B, X, X, A, Y, A, Up, Left button and Start. This gives you full power and weapons.

Invinicibility
Pause the game, press Left button, Right button, Up, X, Right button, A, Left button, Y, Down, B, A, Y, A, Y, Right button and Start.

Stage select
Move the cursor to the Vic Viper on the player select screen and press Up, Left button and X together. Hold them for 15 seconds and a stage select screen appears.

THE PEACE KEEPERS
Play all characters
When the Jaleco logo appears, hold down the following buttons on controller one: L, R and A. When the title screen appears release them, go to the player select screen and choose different characters.

PILOTWINGS
Extra difficulty
If you're up for a real challenge enter the code 882943 on the passcode screen. You'll be treated to some rather different aerial antics.

Passwords
If you cannot wait to complete the early stages of this excellent aerial game then enter these passwords.
985206 – level 2
394391 – level 3
520771 – level 4
108048 – helicopter 1
400718 – level 6
773224 – level 7
165411 – level 8
760357 – level 9
882943 – helicopter 2

PIPE DREAM
Lives code
Start on round D with maximum lives – 3P7DS1WSNDFPPP.

POCKY & ROCKY
Level select
On the controller, hold down X and Y. With these held, press A, A, A, A, B, B, B, B, A, B, A , B, A, B, A and B.

POPULOUS
Energy boost
At any point in the game, press A, B, then hold the Left button and press A and B again. Next hold Left button, Right button, A, B, X and Select. Go to swamp icon and press B.

POWER MOVES
Fight last boss
Simply enter the code – N::XJT& $+7.

PRINCE OF PERSIA
Level skip
Enter the code SPECIAL on the password screen. When this has been rejected, start the game and enter B, Y, Up, Down, Left, Right, Left and Right buttons. If it has worked, you will hear a strange noise. Press Start and Select to enter a secret level skip screen.

Passwords

Level 1 – BRNGBB9	Level 11 – 7F39R1B
Level 2 – MRG5L2X	Level 12 – H9TZD8N
Level 3 – B6+TWNN	Level 13 – 7TXF+9V
Level 4 – 9Z3NRDX	Level 14 – H+KX3L7
Level 5 – LQHWTVR	Level 15 – GZ9MRZJ
Level 6 – CGKDBZ2	Level 16 – 84CPBC6
Level 7 – TH4Q++B	Level 17 – QQNL2PV
Level 8 – VXPNBY2	Level 18 – 4Q7TMHJ
Level 9 – QLL!WHR	Level 19 – QHJG!Q7
Level 10 – HWB93WX	Level 20 – H8J12+Y

PUSH-OVER
Passwords

1 – 00512	26 – 11782	51 – 21534	76 – 21631
2 – 01536	27 – 11270	52 – 23582	77 – 22143
3 – 01024	28 – 09222	53 – 24094	78 – 21247
4 – 03072	29 – 09734	54 – 23070	79 – 20735
5 – 03584	30 – 08718	55 – 22558	80 – 28927
6 – 02560	31 – 08206	56 – 18494	81 – 34939
7 – 02048	32 – 24590	57 – 19006	82 – 30463
8 – 06144	33 – 25614	58 – 20030	83 – 29951
9 – 06656	34 – 26126	59 – 19518	84 – 31999
10 – 07680	35 – 25614	60 – 17470	85 – 32511
11 – 07168	36 – 27662	61 – 17982	86 – 31487
12 – 05122	37 – 28174	62 – 16958	87 – 30975
13 – 05634	38 – 27150	63 – 16510	88 – 26879
14 – 04610	39 – 26638	64 – 16511	89 – 27647
15 – 04098	40 – 30734	65 – 17023	90 – 28671
16 – 12290	41 – 31246	66 – 18047	91 – 28159
17 – 12802	42 – 32270	67 – 17535	92 – 26111
18 – 13826	43 – 31758	68 – 19583	93 – 26623
19 – 13314	44 – 29726	69 – 20095	94 – 25599
20 – 15362	45 – 30238	70 – 19071	95 – 25081
21 – 15878	46 – 29214	71 – 18559	96 – 08703
22 – 14854	47 – 28702	72 – 22655	97 – 09215
23 – 14342	48 – 20510	73 – 23167	98 – 70239
24 – 10246	49 – 21022	74 – 24191	99 – 09727
25 – 10758	50 – 22046	75 – 30975	100 – 44543

Q*BERT 3
Level warp
On the title screen, highlight the Game Options menu and press Start. As soon as you're in the options mode, press the B button eight times. If successful you'll hear a

sound. Start a one or two-player game and you'll warp straight to level eleven.

Alter backgrounds
Go to the options screen and press the Left and Right buttons simultaneously. When you release them, a programmer's screen will appear. Press Select to change the background (keep pressing it to flick through all of the different ones). Press Start to return to the options screen.

RANMA 1/2

Fight with the same characters
To fight with the same characters, hold Left button, Right button and Up then press Start.

Select all characters
Hold down the Left and Right buttons, then select a two-player game. A second menu will appear allowing you to select all characters as well as the two bonus level fighters. Also press Select to alter the backgrounds.

Extra characters
On a one-player game, hold down the Left and Right buttons during the character select screen. You'll now have more characters at your disposal.

THE REN AND STIMPY SHOW

Level select
Just as the 'Veediots' logo starts to appear enter the following code on controller one: Left button, Right button, A, Left button, Right button, Left button, B, Right button and X. Make sure the entire code is in before the logo has fully formed, otherwise it won't work.

ROBOCOP 3

Restore power
At any point in the game, press Start and then Select three times. This will restore your energy bar to the maximum and can be repeated any time your energy is low, which will probably be most of the time!

ROBOCOP VS TERMINATOR

Level codes

Stage 2	DLTC
Stage 3	MWSX
Stage 4	TPST
Stage 5	JFDN
Stage 6	B5HK
Stage 7	HKFL
Stage 8	SKTR
Stage 9	SKMD
Stage 10	DRFT
Stage 11	SKNN
Stage 12	MWFX

THE ROCKETEER

Player/round select
On the title screen, press Left button, Right button, Left button, Right button and Down, then press Start on the credits screen to reach a player select screen. Select the number you want and you'll access a strange round select screen!

ROCK N' ROLL RACING

Special code
This code will give you access to a special level: **KHHRSJ.**

Be Olaf the Viking
On the hero select screen, press and hold L,R and Select. Keep them held down and scroll through the characters until Olaf appears.

Play on Inferno instantly
Choose the Vs mode and then go to the 'change planet' option. Press and hold L, R and Select, and as you scroll through the planets, you can select Inferno.

Passwords
Drakonis: !B!R T5C3 X5PT
Bogmire: 7JM8 QQCB 9SPS
New Mojave: 1FQ8 R5CL 9KK2
Nho: V2L8 14BV 92K!
Inferno: XWC7 HZB5 5TJ!

ROCKY RODENT

Infinite continues
On the title screen press Start to make Rocky run across the screen and then very quickly press the following buttons: Y, A, R, A, B, A. An options screen will appear, once on this screen, put the cursor on continues and change it to '?' this will give you infinite continues.

SIM CITY

Transport, Police and Fire work for free
At the end of a tax year, save the game, and reload it. Transport, Fire and Police now work free for the year .

More maps
Select "Start New City" and choose any map from 1–999. Go to the map and select the "Goto Menu" icon. Instead of saving your map, select "Start New City" again. You'll now have access to 1,998 different maps.

Earn a million
Spend all of your money in one year. When the tax screen appears at the end of the year, hold the L button and exit the screen. While still holding L, go back to the tax screen again and increase spending to 100%. Exit again and release L. When the people start spreading the money, your funds will raise to $999,999.

SIM EARTH

Level select
On the select screen, choose the first scenario. Then press and hold L button, R button, Y, X and A.

SKYBLAZER

99 lives
On the third screen you will see a 1-Up in an alcove high up on the left side of the screen near a moving platform. Collect this and carry on to the fourth screen and then double back to the third screen and repeat this until you have 99 lives.

SMART BALL

Game skip
When the title screen appears, press Up, Up, Left, Right, Left, Right, B, A, Select then Start. This will put you on stage 4–A.

Level select
Go to the options screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Select and Start. Now you can choose any level you want.

SMASH TV

Speed up mode
On the options screen: press Left, Right, Up, R button and R button again.

Extra lives and continues
At the options screen, press L button, R button, Up and you should hear "Bingo". Now you can bump up lives and continues.

Extra lives
On the player number/ difficulty screen, press Down, Left button, Right button and Up. You can now alter the number of lives and credits.

Kill all enemies
On the title screen enter Right, Right, Up, Down, Right button and Left button. Now start the game but before you enter a room, press and hold Select. When you go through now, all the enemies die and a voice will say "Let's Go!" Simply repeat this process to go straight through to the end of the game.

Circuit warp
On the player/difficulty screen, press Right, Right, Up, Down, Right button and Left button. Select the number of players and level of difficulty and you'll go onto the warp zone.

Stage select
Go to the options screen and press R button, R button, Up, Down, Right, L button and you will hear "Bingo" from the host. Now choose one or two players and you will see a stage select. This gives you the chance to start on any level including all the bosses.

SOCCER KID

Level Codes
Level 2: DCBLRFGNPF
Level 3: TNLPQCGKPJ
Level 4: MMLPTTGKFJ
Level 5: HFLPJQHPPF

SONIC BLAST MAN

Punch round warp
On the option screen, go to music select and select 10 HIT. Now hold down Select and press Left button, Right button, Right button, Left button and Start. You can now warp to the bonus punching rounds without having to complete the various scrolling levels.

SPARKY'S QUEST

Passwords

354	Level 3-1
116	Level 4-1
988	Level 5-1

SPINDIZZY WORLDS

Level select
Enter the password MIMICHAN to access a special test mode. You can now select your start level.

STARWING

Secret fruit machine level
There's a secret fruit machine level to be found on level 3-2. Go into the level and shoot the second large indestructible asteroid you come across (they're a slightly darker grey than the others). Attack it until it explodes to reveal a Star Bird. Carefully guide the your ship into its mouth to access the secret level. Play the fruit machine by shooting the arm to spin the reels and shooting the buttons when flashing to hold. Get three sevens and you'll see the game over sequence!

Secret black hole level
The secret black hole level is to be found on level 1-2 in the asteroid field. Shoot the first three spinning columns of asteroids with the orange asteroid in the centre. You must take them out just before you crash into them for the cheat to work. A grey asteroid will appear with a smiling face. Crash straight into it and you'll warp to the black hole. This cheat is extremely difficult to activate so if at first you don't succeed, try try again! If you stay in the black hole long enough you will appear on many later levels including Venom.

Sprite change
On the continue screen, plug in the second controller and press Y and B to change your spinning Arwing into any sprite within the game. Also with the first controller press A and X for some funky FX. The Left and Right buttons will zoom the image back and forth.

STREET COMBAT

Secret options screen
From the title screen, opt for a two player game. After this hold down the L and R buttons together and press Start. The secret options screen will appear.

STREET FIGHTER II

Get to last four bosses easily
Start the game with both 1P and 2P pads connected. Then, when the game starts, immediately choose any opponent and let him join in the fight so that you can knock him out. On the player select screen you will see a cross over the player you have just beaten showing that you have completed the stage. When your own player is getting low on energy, switch to player two. This does use up continues but you can reach the last bosses with ease.

Fight the same character
Press Start when choosing a character then Down, Right, Up, Left, Y, B, X, A in rapid succession with the 1P pad and you can use the same character only in a different colour. The computer player will also be in different colours. Spooky!

View endings
To view the character endings on *Street Fighter II* without having to slog it out on the higher difficulty levels, change the game to Championship Mode by pressing Down, Left button, Up, Right button, Y, B, X, A on the Capcom screen. Set the difficulty setting to two. After you've cruised through the game and beaten M Bison, simultaneously press Start and the Right button before the screen fades away to view the character ending.

Sound FX
To hear some new sound effects in *Street Fighter II*, go to the options screen and press the R button rapidly on sounds 25, 26 or 27. You'll hear new sounds on 1 through to 23.

STREET FIGHTER II TURBO

Prevent special moves
When the Capcom logo appears, press Down, Right button, Up, Left button, Y, B, X and A.

Ten Turbo Stars
Enter the same code as above using controller two when the word 'Turbo' scrolls across the screen. If the cheat has worked you should hear a sound. If you're having trouble getting this cheat to work, try entering the code repeatedly when the game is turned on.

STRIKER

Play as Elite
Select the world league and enter the following password: BCDFGHJKLMPQRST. Ignore the screen message which will then say password error and go to the team selection. You can now select the Elite squad who are probably the best team in the game.

Passwords

Super cup indoors finals	Super cup outdoors
N 2 K J D C H L	Z D ? 6 F G G B
B B B B B B B B	B B B B B B B F
3 B B B B B B B	B B B B B B B B
B B B B B B B B	B B B B B B B B
B B B B B B B B	B B B B B B B B
B B B B B B B B	B B B B B B B B
B B B B B B B B	B B B B B B B B
B B B B B B B B	B B B B B B B B

STREET COMBAT

50 Lives
On the option mode screen, move the cursor to the Credit option. Now press the Select button ten times. Your credits should now be increased to 50. Exit this screen and start the game to find 49 credits displayed in the bottom right hand corner.

SUPER ADVENTURE ISLAND

Round select
Wait for the story screens to appear and press Start, so that the second title screen comes up. At this point, press diagonal top left, Left, X and right on the joypad. While holding these three buttons press Start to enter the round select screen.

SUPER BOMBERMAN

Extreme Firepower
In one player mode, drop some bombs as soon as you start. When they explode, press the bomb button repeatedly to keep the explosions going – you can clear most of the level with this. Watch out though, you will die as soon as your invincibility runs out so be quick!

Small bomber
Enter 5656 as a password at the start of the game. Go into the game and find a special version containing tiny bomberman sprites.

SUPER CONFLICT

Stage select
On the map, press B,L,X,Y release X only and then press X again. Release all the buttons and now every time you press B and L together, the next map will appear.

Change computer's weapons
When you engage in a computer battle, you can switch his weapon before he fires it by repeatedly pressing the B button on controller two.

SUPER DOUBLE DRAGON

Unlimited continues
Press Start on controller one to access the mode select screen. Press Select to choose Mode A and then start the two-player game. Play until there is only one continue left for each player (if one has more than the other then deliberately get him killed). When asked to continue, press Start simultaneously on both controllers and you will both be given an amazing seven continues.

SUPER EMPIRE STRIKES BACK

Unlimited thermal bombs
Wait until the title screen appears and press A, X, B, X, X, A, Y then Start. If it doesn't work turn the machine on and off, then try again.

99 lives
Wait until the title screen appears and press X, Y, B, B, B, X, A, Y, Y, B, A, X, Y then Start. If it doesn't work turn the machine on and off, then try again.

See game over credits
Wait until the title screen appears and press A, B, A, B, A, B, A, B then Start. If it doesn't work turn the machine on and off, then try again.

Nutter mode
Wait until the title screen appears and press A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X then Start. If it doesn't work turn the machine on and off, then try again.

7 continues
Wait until the title screen appears and press X, Y, A, B, X, X then Start. If it doesn't work turn the machine on and off, then try again.

Sound test and eventually 7 credits
Go into any level , press and hold Y, B, X, A, Down. While still holding these down press Start. You will go into the sound test where you can change the music to what you want. Press Start to exit the sound test and then keep entering and exiting it until a message comes up telling you to enter Y,Y,Y,Y for title fun. Enter this on the title screen to rotate the logo. Go into the sound test once more and there will be another message telling you to enter X,Y,A,B,X,X. Once again enter this on the title screen to gain 7 credits.

Using the Force
On the title screen press X,B,B,Y,X,A,A,X and you will here a sound. Begin the game by pressing Start, then when you want to use a force power press Select where upon some force options will appear which you can choose by pressing the L and R buttons.

Skip to the man in black!
You can go straight to Darth Vader by entering the following code on the title screen: A,Y,X,B,A,A,X,B,B,Y,X.

Passwords
Rebel Base: `WLJWDN`
Dagobah: `PGPNMG`
Cloud City: `NCDGRJ`
Final battle: `NSRSCL`

SUPER FIRE PRO WRESTLING

Watch mode
Ever wish your wrestler could be secretly controlled by the computer when fighting someone else? Well, here's how you do it. While you're selecting your character from the Exhibition match screen, hold button X. The wrestler will now be under computer control. Both players can do this. It's especially useful for tag matches.

Bleeding referee
If you run at the ref, using run or hammer throw for instance, the wrestler will occasionally bump the ref to the canvas. Sometimes the ref will even start bleeding. This can prove very useful as he is unable to take counts while on the deck.

SUPER GHOULS 'N GHOSTS

Hidden message
Defeat a boss and hold Up on the control pad for a hidden message.

Stage select
Select the option mode from the title screen and highlight the "Exit" selection. Hold Left and Start on the second controller and another options screen will appear in which you can choose the level and area on which you want to start.

SUPER JAMES POND

Invulnerability
Go just to the right of the first small tower from the start. Stretch up to the roof just above and gather the objects in this order: (C)ake, (H)ammer, (E)arth, (A)pple and (T)ap, spelling out the word cheat. This will give you invulnerability for a short while.

Infinite lives
Go through the first door and go to the right of the first set of spikes. Collect the objects in this order. (L)ips, (I)ce-cream, (V)iolin, (E)arth and (S)nowman.

Open all doors
First of all, activate the Invulnerability cheat. Go through the first door and step to the left to find an exit pole. Go into it and this will open all the doors in the castle.

SUPER MARIO ALL-STARS: SUPER MARIO BROS

Loadsa 1-Ups
Go into the first Super Mario Bros game and make your way to world 3-1. Near the end of the stage you will come across a large staircase with two Koopas walking down the blocks. Stand next to the bottom block and once the second Koopa moves down to the bottom block, jump up to bounce on it loads of times.

SUPER MARIO BROS 3

Unlimited Hammer Bros suits
In world 6, complete levels one and two. You should be able to get to a Hammer Brother, now defeat him and get the hammer. Go right to pipe which is blocked by a rock, smash the rock with the hammer and go through the pipe to enter the mushroom house and pick up the Hammer Bros suit. Return to the map screen, save the game. Start from the last save, enter the nearest pipe, go back into the mushroom house and get the suit again. Repeat this process as many times as you like.

THE LOST LEVELS

Loadsa lost 1-Ups
Go into the Lost levels game and begin on world 1-1. At the beginning of the level go right and locate a 'C' shaped block with a Koopa in it. Nudge the second block from the left to produce a red mushroom. Nudge the other blocks to launch the mushroom over the edge so that you can grab it and become Super Mario.

Be careful not to scroll the screen too much so that you can return to the blocks. Jump up and smash the left hand block and then the one to the right of the mushroom block. When you do this make sure the Koopa is always to the right so that you trap him on the right hand block.

Now jump up to balance on the mushroom block and from there smash the top blocks in order from the left. Leave the last two blocks at the top before leaping over to land on the Koopa. If you do this correctly Mario will bounce on and off the Koopa, until time runs out, scoring a 1-Up with every contact.

SUPER MARIO KART

End screens
On the title screen, use controller two and press X, Y, B, A, UP, Left, Down, Right, Right button and Left button. If the cheat is successful you'll hear a sound. Now press start on controller one and begin the game by choosing your character. The end screens will begin.

Race computer on time trial
Select time trial and go to the character select screen. Press Y and A on controller one and Y on controller two. You can now select a computer character to race against you.

Special Cup
Select match race or time trial and highlight Mushroom Cup. Press left on the controller to highlight the left hand side selections, then press Left button, Right button, Left button, Right button, Left button, Left button, Right button, Right button and A. The Special Cup can now be selected and raced.

Drive in the dark
During a two player battle mode, when one player is down to their last balloon, get them to hold down the B button. Keep this pressed, then when the last balloon is burst that player can still drive in the dark even though they've lost.

Change screen
Plug in two controllers, when the title screen appears, start a one-player game and keep the Left and Right buttons pressed on the second controller. The upper screen will be the course map and the lower section will be your playing area.

Shrink characters
Press and hold Y, then press A on the character select screen to shrink all the characters in the next race.

SUPER MARIO WORLD

1-up bonanza
In the secret vanilla fortress, swim to the door before Reznor where there are two Bony Beetles. Jump on them without touching the ground. Keep treading water while they regenerate. Repeat. As long as you don't touch the floor (just keep swimming), you'll earn thousands of points and consequently 1-ups.

SUPER NOVA

Fight all bosses in a row
On the title screen press the following buttons on controller two:
Down, X, Up, B, L, R, Left, A. There will be a message which tells you, a ship is approaching. Loads of bosses appear, see how you do.

SUPER OFF-ROAD

Unlimited continues
To continue on your own forever, select two-player mode. If you play on your own, just leave truck two and you'll always come third or higher.

SUPER PANG

Level select
Access the game select screen and press Left button, Right button, Right button, Left button, Up and Down. A stage select screen will appear.

SUPER PROBOTECTOR

Level select
When the title screen comes up, press Up, Up, Down, Down, Right, Left, Right, Left, B, A, B, A.

Lives cheat
When the screen is scrolling, press Up, Up, Down, Down, Left, Right, Left, Right for 13 lives.

Extra lives
To start the game with 30 extra lives, on the title screen press, Right, Down, Down, Right, Right and Start.

Level select
Grab yourself a handy level select with this cheat. Press Left, Down, Down, Left, Left and Start on the title screen.

SUPER R-TYPE

Weapon select
Go to the title screen and press Down, Right button, Right, Down, Right, Right, Down, Right, Down, Down and Start. As soon as the game starts press Pause then press the Right button, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right and Right. Now you can choose your weapons by pressing:
A for air to air laser
B for air to ground laser
X for reflective laser
Y for split laser
R for shooting gun laser.
Now press A for a homing missile or alternatively X for an air to ground missile.

Level select
At the title screen hold down the R button and press Up nine times. You'll here a tone. Start the game and then pause it. Hold the R button and A together, and press Select. Press Up or Down to choose your level.

SUPER SOCCER

Special Nintendo team
Select one player vs two player game then on the team select screen then press Start and B on the second controller (player two). You can now play with the excellent Nintendo team. Game on!

Same teams
Get player two to select the team he wants to be, then press Start and B to select the Nintendo team. Now get player one to select the previous player two team and press Y on player two's controller. This will cancel the Nintendo selection allowing him to select the same team as player one. Player two will play in the away strip!

Speed-up mode
Enter the player skill selection screen and press Left, Right, Left, Up, R button, R button. You will hear "Bingo" and then you will be able to choose your options before the speeded-up action starts.

SUPER STAR WARS

Debug menus
Switch the Super NES off and on, then on the game start/ options screen press A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y and B. If successful you'll hear a Jawa yell. Enter the game and press Left and Right buttons simultaneously on the second controller to access the debug menu screen. You can now select lives, stage, character, health sword and weapon. At any point in the game, if you wish to skip the level you're playing, simply press Start on controller two. To re-access the Debug menu press the Left and Right buttons on controller two simultaneously.

Invincibility
To become invincible, press and hold A, B, Y, X and Select on controller two on any of the side-scrolling levels. Let go of the buttons to reveal X and Y co-ordinates by your character. You'll now be invincible and even be able to walk through walls!

99 lives
Get to the Sand People on level five and keep moving until you reach the second section of platforms where you have to clear a gap. Instead of attempting the jumps, drop down the face of the cliff and you will reach a ledge with a cave and plenty of 1-Ups to complete the game with.

Special codes
Start on the first level of the game and press Y, B, X, A simultaneously. Now press the Start button. You will now be shown a sound test screen. Press Start to go back. If you return to the sound test, the words under the sound test will have changed. If you keep doing this, the game will give you the codes for various effects. To activate the cheats, turn the power off on the Super NES (not the reset switch) and input the code on the title screen. If you have put it in correctly you will hear a Jawa noise. Here are the codes.
Five continues – X, B, B, A, Y
Light Saber – Y, Y, X, X, A, B, X, A

SUPER STRIKE EAGLE

Secret mission
By entering the code `G6CH4228`, you'll be able to fly a secret mission.

Mission passwords
Libya day – `066F87FH`
Libya night – `062H869D`
Gulf war day – `CGGG4724`
Gulf war night – `90B68G8C`
Korea day – `057F4902`
Korea night – `HF3H09H8`
Cuba day – `DF25449H`

SUPER SWIV

Level skip
Pause and enter the following to skip a level (L and R are both buttons on the top of your joypad).
Level 1 – R, L, R, R, L, L, R, L, R, R, L, L
Level 2 – R, L, R, R, L, L, R, R, R, L, R, R
Level 3 – L, R, L, L, R, R, L, L, L, L, R, R, R, L
Level 4 – R, R, R, L, L, L, R, R, L, L, R, L, R, L
Level 5 – R, L, R, L, L, L, R, R, L, L, R, L, R, L, L
Level 6 – L, L, L, L, L, R, L, L, L, L, L, L, L, R

SUPER TENNIS

Mega strong player
On select screen, using controller two, press L five times, X, R seven times then X.

Player editing
Press Select during a game to bring up the score. Now press R, R, Left, Down, B, A, L,

and L on controller two. You will hear a round of applause. Press A or B on controller one, and four rows of eight characters will appear. These are the stats of players. From left to right, the eight characters stand for (1) Forehand; (2) Lob; (3) Left/right speed; (4) Back/forth volley speed; (5) Volley; (6) Serve; (7) Jump; (8) Backhand. Set each character by pressing X. (The lowest rating is Ø, and the highest is F) Use this to change both yours and the computer's stats.

Super player
For a more skilful player, highlight the one that you want and press the following on the second controller: L, L, L, L, L, X, R, R, R, R, R, R and X.

SUPER TURRICAN

Level skip
Pause the game. Now press Right, Left, Down, Right, A and Start.

SUPER VALLIS IV

Level select
Press Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, Select, Select, Y, B and then Start when the title screen appears.

SUPER WIDGET

Level codes
Level 02: JHKKWR
Level 03: WKKJWW
Level 04: JKRLWR
Level 05: RBKKWW
Level 06: JBKHRR
Level 07: WJRMWH
Level 08: JJRSWH
Level 09: RSRMWH
Level 10: JSKHHH
Level 11: RLKBHH
Level 12: JLLSFH

TAZ-MANIA

Level select
Go into the options screen by pressing select and then once you've done that press the following buttons on controller one: A, Y, A, Y, X, Y, B, A, R and L

TEST DRIVE 2

Customise your car
Start the game as normal, then before you touch the accelerator and move off, press L and R together on the second controller. You can now fine tune your car.

Jump with your car
By pressing the A button on the second controller, you can jump over oncoming traffic!

THUNDER SPIRITS

99 continues
Press button B rapidly on the title screen until you hear a chime (if you have turbo fire, then use it). or each tone you hear, one credit will be awarded. Wait for the demo to finish to get even more continues.

TINY TOONS

Passwords for hard option
Level 1 – Plucky/Babs/Bookworm
Level 2 – Lil'beeper/M.Max /Elmyra
Level 3 – Gogo/Shirley/Sweetie
Level 4 – Bookworm /Plucky/Babs
Level 5 – Gogo/Calamity/Lil'beeper
Level 6 – M.Max /Babs/Sweetie

Passwords
Level 1 – Babs/Gogo/Montana Max
Level 2 – Plucky/Bookworm/Elmyra
Level 3 – Montana Max/Calamity/Shirley
Level 4 – Bookworm/Plucky/Babs
Level 5 – Gogo/Calamity/Lil'. Beeper
Level 6 – Montana Max/Babs/Sweetie

Sub-game select
On the password screen enter ELMYRA, Shirley and Calamite Coyote. A secret option screen will appear enabling you to select and play any of the bonus rounds.

TMNT TOURNAMENT FIGHTERS

Extra speed
Enter the following code on the title screen; using controller two: Up, Up, Down, Down, Left, Right, Left, Right, B, and A. Also, to use your special attacks in the story mode, eneter this code: Up, Left, Down, Right, X, Y, B, A, X, Y, B, A and X.

Be bosses in Vs battle mode
On the title screen enter the high speed code on controller two which is: Up, Up, Down, Down, Left, Right, Left, Right, B, A and you will here Aska's voice. Follow that with; X, Up, Y, Left, B, Down, A, Right, X, Up and you should here the voice again. Go into the VS battle mode and to the left of Shredder are Rat King and Karai.

Fight on Karai and Rat King Stages in VS battle mode
On the title screen using controller two press: L, R, L, R, L, R and A.

TOM AND JERRY

Extra lives
On the title screen press Right, Right, Up, Left, Up, Right, Down, B, A, Select, Start and Start.

Infinite continues
Enter: X, Y, B, A, A, A, A, A, A, X, Y, B, A, A, A and A

TOP GEAR

Passwords

PRO	CHAMP	
FOUR MEG	EDUCATED	S. America
LEGEND	OILCLOTH	Japan
THEWORLD	WRECKAGE	Germany
LETSRACE	CARACOLE	Scandinavia
ALCHEMY	EPYLLION	France
A LOOPER	GLUCAGON	Italy
SEASONAL	KEELSON	UK

TOP RACER

Double placement
To get two positions on the score board, simply crash head on at high speed into one of the posts as you pass the finish line. You must hit it square on. You'll now have two placings on the results chart.

TUFF E NUFF

Play as the Bosses.
To play any character (including the bosses) against any character, start your game from the title screen. When the Select mode screen appears push the D-pad in the following order: Left, Left, Left, Right, Right, Left, Left, Left, Left, Left, Left, Left and Start.

You will hear an explosion and addional characters will appear on the screen. For a two player game with bosses, do the same code and reset the Super NES. When the Select mode appears again press the following:-Right, Right, Right, Left, Left, Left, Right, Right, Right, Right, Right, Right and Start.

Stage codes
Stage 2 – 427011
Stage 3 – 537071
Stage 4 – 430700
Stage 5 – 500760
Stage 6 – 401637
Stage 7 – 511617
Stage 8 – 412526
Stage 9 – 562506
Final – 463455

TURN 'N' BURN

Level codes
Mission 2: GZWBFPT
Mission 3: RRHCZJVM
Mission 4: BPYXDLNF
Mission 5: PDTBCZNJ
Mission 6: DKVWGSQK
Mission 7: GKQZBLCT
Mission 8: DCMHRPFJ
Mission 9: WZGNJYZX
Mission 10: JDZFMLFV
Mission 11: SPBCTRRG
Mission 12: SPWVJKDH
Mission 13: LPKQBPFZ
Mission 14: TDLJGSHX

TURTLES IV: TURTLES IN TIME

Ten lives
On the title screen use the second controller and press Up, Up, Down, Down, Left, Right B and A. Now use controller one to select your lives up to ten.

Boss select
On the title screen, use controller two and press Up, Up, Up, Down, Down, Down, B, A and B. You will hear a chime, now start the game, choose your turtle and a menu will arrive showing all 11 bosses. You can go to any one. You will have 16 hit points and three turtles for each fight.

ULTRAMAN

Hidden option screen
On the title screen press Select and Start simultaneously to uncover a hidden options screen.

UN SQUADRON

Gamer level
Go to the options mode, highlight the game level and plug in controller two. On controller two, hold A and X. With these held down, go through the difficulty levels until you reach "Gamer". This is incredibly hard.

UNIVERSAL SOLDIER

Passwords
Level 1.2 – BZCXD
Level 1.3 – FWGVH
Level 2.1 – MRKSN
Level 2.2 – PRGMR
Level 2.3 – TCMCB
Level 3.1 – QWYRW
Level 3.2 – BCMVG
Level 3.3 – XVXVX
Level 4.1 – QWRTY
Level 4.2 – KBRDS

VIRTUAL SOCCER

Three or four player mode
Lurking deep within this stunning football game is a cheat to access a three or four player mode. However, finding it is rather complicated. You must enter certain words using the following method: for every letter of the alphabet entered, tap L once (so if your were entering the letter F, you'd press L six times). Then once you've entered your desired letter, you must then press the R button to end the command (so for the letter F, you'd press L six times and then R. For A you'd press L and then R – got it?).

By entering the word "Four", you'll access the four player mode. This must be entered on the menu screen, with a multi-tap plugged into port two. According to Probe, this four player mode isn't perfect and so was left out of the original game. However, they do say that there are plenty more cheats to be found, go get hacking!

WANDERERS OF Y'S

Invincibility
Start the game, then press Reset on the Super NES. When the American Sammy logo appears, press Up, Down, Up, Down, Select then Start on controller two (you have to wait for the logo to come in completely before you key in the code, and it has to be entered before it starts to fade away). When the start/continue screen appears, use controller one to select the continue option. When you enter the saved game, press Select on controller one to call up the menu. Go to the status screen. When it appears, press Start on controller two. The word 'debug' will appear next to Status and now you are invincible.

WARP SPEED

Campaign codes
Campaign 2 – 4N3 LJO BDY
Campaign 3 – 4P? 8YJ LVP
Campaign 4 – 4P? 85? 4B?

WAYNE'S WORLD

Level select
On the title screen, hold down X, Y, B, L, R, and Down. Then press Up. A level select will then appear in the bottom of the screen. Press Select to advance through the various stages.

WING COMMANDER

Stage select
On the title screen, press the following: B, A, B, Y, B, Y, L, A, R, A then Start.

Secret options
Go to the option screen that allows you to choose the start and continue options. On this screen press, B, A, B, Y, B, Y, L, A, R, A and Start. A secret options screen will appear allowing you to select your series and mission, become invincible and make use of a sound test!

WING COMMANDER: THE SECRET MISSIONS

Options menu
On the title screen, with controller two, press L, R, Start, Select at the same time to enter a secret menu which gives you the choice of many extras including invincibility.

WINGS 2

Passwords

Bombing run	FGXHMBQ!nG!xF
Strafe	r5xKNJH2pg!3
Dogfight	HMdMJ6C!brG!v!
Dogfight	LV!xv!HLPQBCP
Bombing run	T!BRLQ!wC7IBF!
Dogfight	X2TBGnkGC!w
Strafe	sZG7ØwW6HBF
Dogfight	!4!FIGCwPQk8Y
Bombing run	hVYØ9Gs4BG!Z
Dogfight	.7YW2yn!R7Hzh
Strafe	LHxPFCb!4!!BsG!
Dogfight	S!!dNpG9BwH96
Bombing run	6m!CQG!NCGGL8
Dogfight	DvkbP4T!dXwb
Strafe	B!HdPBB!gQLTB!
Dogfight	zq5gPNL8Hq!B
Dogfight	!c!LIKGsKQFXj
Bombing & dogfight	7dzI2G8MwR!Z
Final stage	BBHnwLL1CB!r

WOLFENSTEIN 3-D

Cheat codes
Hold R on controller two until the title appears. Pick up controller one and then start the game in Normal Mode. Press Start to access the map screen. From here you may enter any one or all of these codes with the first controller:
R, Up, B and A: Free ammo, weapons etc
B, Up, B and A: Invincible mode
A, A, Up and B: Entire level map
UP, B, R and B: Exit the level

WORLD CUP

The final
Avoid the semi-final by entering the code – Ø1633.

WWF ROYAL RUMBLE

Super punch
When you turn on your Super NES you will see a legal screen. As soon as that begins to fade, take controller one and press B then Y. When you hear a loud growl you will have the super punch and be able to finish off any opponent with two punches.

Twin rumble
On the player select screen, press the top L button to stop the WWF logo in the background from moving. Hold the L and R buttons without making the logo move again and then press Select. Move through the selection screen to find your twin. You can now fight against the same character or double up in a tag team.

Deck the ref and upset your opponent
Start the game by choosing Tournament mode or One Fall mode. Choose your character and then the oppponent's character. Start fighting and knock your opponent down. Now line yourself up with the ref and hold the Y button. With a bit of luck, the ref won't move and your character will steam into him and knock him down. With the ref down, try attacking your opponent with the L and R buttons, this will bring into play some nasty cheat moves such as eye gouging and choking. Very humane, I don't think.

YOSHI'S COOKIE

Play extra levels
In the option screen set the music to Off, set the speed to High and the round to 10. Then hold up and press the Select button. The 10 will change to 11 and now you can change any option you like and move the round number up to 99.

Select extra rounds
Use controller one and opt for the 'Action' option. Put the Round number on ten, the speed on high, and the music type off. Now on controller two, press and hold L, R, Select and Start. You will hear the game say "Yoshi!". You can now play up to round 99.

Access four new bosses
Select the VS mode. When you get to the VS Options screen, set the mode on **COM**.

Now press and hold L , R, and X. Still holding them, press Start. The game will say "Yoshi!". Press Start again – a character selection screen should appear.

YOSHI'S SAFARI

Harder game
Once you have completed the game, enter the following code on the title screen:
Controller 1:Hold X, Y, L, R then press Start.

ZELDA III

Secret code
When the title screen appears, press Right, Up, B, A, Down, Up, Down, Up, B. Now you can look at the tasks in the game.

Rupee loop
In the Light World, go to the Desert of Mystery and find two large rocks just down from the old man. Pick up the bottom one and keep going in to get fifty Rupees. You can repeat the process for up to 999 Rupees and also go back to stock up later.

Extra lives
When you come across a fairy, capture her in a jar. Now when you lose a life she'll revive you. You can only use a particular fairy once, but there are plenty scattered throughout the game.

ZOMBIES

Bonus level
Enter the password **BCDF** at the beginning of the game as normal. This will take you straight to an excellent bonus section.

Passwords

Level 05: **FHRX**	Level 29: **XLZG**
Level 09: **NBGW**	Level 33: **WJQK**
Level 13: **RFCR**	Level 37: **BZVG**
Level 17: **RKYL**	Level 41: **BRPK**
Level 21: **PXBG**	Level 45: **VLHX**
Level 25: **XYLZ**	

ZOOL

Level select
Press Down, Left, Right, Down, Left, Up, Down, Up, Right, Up, Right, Up and A and B. On the "Get Ready" screen, hold down L and R and push Up and Right to select levels.

NES

1943

Codes

Wave 2	–	**7G117**
Wave 3	–	**EGØ13**
Wave 5	–	**E4113**
Wave 6	–	**ZDIIX**
Wave 7	–	**IRIID**

ABADOX

Invincibility
On the title screen press A, A, Up, B, B, Down, A, B and Start and hey presto! You're invincible.

ADVENTURE ISLAND 2

Island select
To start off on any island, press the following on the title screen: Right, Left, Right, Left, A, B, A, B.

ADVENTURES OF LINK

The Final Guardian
When fighting your shadow, move to the left-hand side of the screen and continuously press the B button. Your shadow may hit you once or twice, but you should land many more strikes during that time.

Sword skills
To discover the art of the upward attack, go to Darunia and use the jump spell to leap up to the house with a chimney. Drop down this and go right to find the warrior who will teach you the skills. The downward attack is found in Mido town. Use the jump spell to reach the open door at the top of the church, and go through to find the man in the know.

ADVENTURES OF LOLO 2

Extra levels
For a greater challenge, enter any of the following codes at the password screen: **PROA**, **PROB**, **PROC**, **PROD**.

AMERICAN GLADIATORS

Password

Level 2	–	A, B, A, A, A, A, B, B
Level 3	–	A, B, A, A, B, A, A, A
Level 4	–	A, B, A, B, B, B, B, B

BACK TO THE FUTURE II & III

1875
To start the game in 1875, hold down A and B on the title screen to access the password screen. Now enter **FLUXCAPACITOR ISTHEPOWER** as the password and press Select, then Start.

BAD DUDES

Extra lives
For 64 Bad Dudes, enter the following button sequence with the second controller on the title screen: B, A, Up, Down, Up, Down. Use the first controller to start the game.

BART VS THE SPACE MUTANTS

Bonus screen
If you go to the theatre between 2:00 and 4:00 you'll find a bonus screen.

BATMAN

Get rid of the killer moth
If you want to get rid of the killer moth. Pause the game then press B, A, B and A. It should then fly the other way.

Infinite continues
On the title screen press, Up, Up, Down, Down, Left, Right, Left, Right then A and B simultaneously. You can now continue the game indefinitely.

Infinite power-ups
When you come across the falling drop claws, crouch next to their landing position and punch repeatedly. Each drop claw that you destroy will turn into a heart, weapon bonus or points bonus. Three normally drop one after the other and then there will be a slight pause, so rush in and grab the loot before returning to the crouching position.

BATMAN: RETURN OF THE JOKER

Passwords
Check out these passwords to later levels:

Stage 4-2	–	**KHCN**
Stage 5-1	–	**QGVN**
Stage 5-2	–	**WBZT**
Stage 6-1	–	**FFHG**
Stage 6-2	–	**CKQG**
Stage 7-1	–	**GPZT**

BATTLE OF OLYMPUS

Extra items
To gain extra items try the following code with each one:
BFFXVNXQNLS8K
CM2FHUX4GW5ZD

BATTLETOADS

Level skip
On level one, there is warp zone at the top of the first rock. Just walk on up there and you will see a Mega Warp screen. The second warp is on the *R-Type*-like shoot-'em-up bit, the third level. It's on the second half at the bottom. Watch out, though, because it's right before the barrier, so you really have to hope you get the right one. The last one is on the second stage of level six.

Ride the dragon
You can get on the dragon that you encounter during the latter half of level one. Take the stick sword from the tool worker by beating him up. Now use the sword to kill the dragon. Now lie on the dragon and press A, and you'll be able to ride it. You can now control the dragon using B for breathing fireballs and continually pressing A to fly.

Extra lives
On the title screen push Down on the joypad and press A, B, Start. You will hear an explosion and when you start you will have six hearts instead of three. You can also do this on the continue mode.

BATTLETOADS AND DOUBLE DRAGON

Extra lives
After you have chosen your character, press up, A, B all at the same time, then press Start to begin the game. You should have five lives instead of three.

BIONIC COMMANDO

Easy way out
If you enter a section that you don't wish to play or cannot continue in, press the A and B buttons simultaneously and you'll return to the map screen.

Infinite continues
Press A when the game over appears for infinite continues.

BLACK BASS FISHING

Password
Enter the following password to get yourself into the wonderful world of class B: **TSVWDEDODIBPUYGC**.

BLASTER MASTER

Instant death for guardians
Kill the bosses with one hand-grenade on levels two, four, six and seven. Throw a grenade at the Boss. Just as it explodes, pause the game. After a couple of seconds, start the game again. The boss should be dead.

BLUE SHADOW

Power shot
For a devastating lightning attack, hold the B button down for a few seconds, and you will release a bolt which will subsequently strike most of the enemies onscreen. The only problem is that it will use up about half of your energy, so use it sparingly.

BOULDER DASH

Passwords
Enter the following codes for the required world:
635870 – Ice world
840137 – Sand world
840967 – Ocean world
225378 – Relic world
752053 – Volcano world

BOXXLE

Passwords

Level 1	–	**BDBD**
Level 2	–	**DBBD**
Level 3	–	**GBBG**
Level 4	–	**HBBH**
Level 5	–	**JBBJ**
Level 6	–	**KBBK**
Level 7	–	**LBBL**
Level 8	–	**MBBM**
Level 9	–	**NBBN**
Level 10	–	**PBBP**
Level 11	–	**QBBQ**

BUBBLE BOBBLE

Stage select
To be able to select any stage, enter **DDFFI** on the password selection screen.

BUCKY O'HARE

Passwords

Deadeye Duck	–	**67KIJ**
Willy	–	**M7Lak**
Blinky	–	**M7KZ3**
Final Stage	–	**MPW2L**
Final Stage 2	–	**MPL65**

BUGS BUNNY

Passcodes
Here's a selection of codes to get you further into the game.

Level 20	–	**ZTPZ**
Level 40	–	**TX9W**
Level 60	–	**YTKW**

BURAI FIGHTER

Passwords

Stage 2 – **BALL**	Stage 5 – **PAIL**
Stage 3 – **JOKE**	Stage 6 – **GOAL**
Stage 4 – **DOLL**	Stage 7 – **GAME**

Start with full weapons
To start the game with a full complement of weapons, enter **LTBB** on the password screen.

CAPTAIN PLANET

Passwords
Use any of the codes here to get to later stages in the game:

763754 – level 1-2	**786565** – level 3-2
955783 – level 2-1	**920272** – level 4-1
637511 – level 2-2	**799274** – level 4-2
148574 – level 3-1	**344551** – level 5-1

CAPTAIN SKYHAWK

Level skip
Press A, B and up on the second controller to skip levels.

CASTLEVANIA

Different endings
After you've finished off Dracula, enter these codes for alternative end sequences.
For the second ending enter: **CTMV W26K R5KN SIBK**.
For the third ending enter: **C1DF Ø26D L1KN SWJK.**

Defeating Dracula
To kill the first incarnation of Dracula, kneel on the platform on the right-hand side and whip him in the head. When he dies, he will change shape – go to the left-hand side and use your whip in conjunction with any weapon that you may have (the holy water and boomerang are best).

CASTLEVANIA III

Extra power-ups
On the first level collect all of the power-up pods that you can. Use them to increase your speed and missiles. Ensure you collect the extra life near the beginning. Let the time run out, and repeat the manoeuvre – as long as you keep collecting the 1-Up, you won't lose any lives and you'll be able to build up your powers.

COBRA TRIANGLE

Extra lives
Enter **Help Me** on the name screen and you'll start with ten extra lives.

CRACK OUT

Passwords
Enter the following to get to later stages:
NOBCZ2.CW5103 – stage 4-10
NOBCZ3.DWK503 – stage 4-11

End of game password
Enter the password **MERRY CHRISTMAS** into the computer at the end of the game.

DIRTY HARRY

Infinite lives
On the password screen, enter **CLYDE**. Dirty Harry is now immortal!

DOUBLE DRAGON

Defeating Willy
To defeat the end-of-game guardian, evade him until he starts firing. When he starts shooting, position yourself just above or below him, and move in with a jump-kick. Repeat the manoeuvre.

Mega Warp
After choosing one or two player game, go to the character selection screen and on controller one, press; Down, Up, Up, Down, A, B, B and A. This will give you ten lives and the ability to skip to any level.

Super Warp
This code gives you five lives and the ability to warp. On the title screen on controller one press B, A, Down, B, Up, Down. Once you here a tone press Start to access the warp screen.

Five lives
On the character select screen, hold Up, A, B and then press the Start button.

DOUBLE DRAGON II

Extra lives
If you are playing alone, select the two player Game B mode and beat up the other character. Each time you kill the other character, you will be rewarded with an extra life.

Continue mode
Press the following combinations to continue the game at the end of the relevant stage (use the second controller for entering the very last cheat):
Up, Right, Down, Left, A: Stages 1 to 3
Up, Down, Left, Right, B, A, A: Stages 4 to 6
A, A, B, B, Down, Up, Right, Left: Stages 7 to 9

DRAGON'S LAIR

30 Lives
Enter your highest score as **BATS**. This will give you 30 lives.

The elevator
Take the following exits from the elevators to get to Singe:
After the hallway – second exit
After the mines – third exit
After the reaper – first exit

DUCK TALES

Infinite lives
Go to the African mines and you will be instantly transported to Transylvania. Find the two extra lives. One is found by going right, up the first rope, right to the next rope and up, and it is in the chest on the top-right. The second is one screen down and to the right of the section where you ride in the mine train. Return to the mirror near the beginning of the stage, jump over the chest (so that you don't collect the key), and then return to the African Mines to repeat the procedure.

Bonus stage
If the 10,000 digit of your score is 7 (the fifth digit from the right) when you accept a lift back to Duckberg with Launch pad, you will stop off at a bonus stage on the way.

DYNABLASTER

Go straight to level 50 with one life
Level 50 – `FECPIANNMJGGKOIDJABA`
Secret Level – `BACDIHCLOAFHABDNMOL`

THE EMPIRE STRIKES BACK

Full Force powers
Press Start while playing to call up your force powers, then hold Right on the controller, then press Select, Start, A, B, together then B, B, Start, A, B, Start, B, B, Start.

FARIA

Extra options
Enter your name as `GAOGAO` to receive invincibility, unlimited gold and other great bonuses.

FAXANADU

Extra money
To get an extra 1500 gold pieces at the start of the game, visit the King to get the first lot of money, spend it all so that your money level is zero, then go back to the King and he will find an extra 1500 gold pieces for you.
Password
For just about every conceivable item you could imagine, enter the following code:
`k8fPcv?,TwSYzGZQhMIQhCEA`

GAUNTLET 2

Exits
To turn all of the walls into exits simply stand completely still for two to three minutes – first the doors will disappear, then the walls themselves.

GHOST BUSTERS

Loads of money
Fancy starting the game with just under $2 million. Enter `AA` on the first stage, then and `1173468723`. Now press A and the dosh is yours!

GHOSTS 'N GOBLINS

Level select
To start on any level, hold Right, press B three times, release B, press and release Up, then B three times, press and release Left, press B three times, press and release Down, and then B three more times, finally press Start.

GI JOE

Passwords
Mission 1 – `PSON5XGZ4`
Mission 2 – `NSPN5DPZ`
Mission 3 – `N36HN5XGB`
Mission 4 – `5369N5XGG`
Mission 5 – `DRBJ0VD8H`
Mission 6 – `ZND39N5XF`

GOAL

Passwords
Use these codes to play in the various matches leading up to the semi finals and finals:
`GTXAREZC`
`GZHIKUIK` – Semi finals, England vs Brazil
`HTXAREZC`
`GZHIKUIL` – Final, England vs USSR

GODZILLA

Special passwords
Following are a number of special passwords and their effect:
`DESTROY ALL MONSTERS` – to fight all the monsters
`MONSTER Ø` – to fight monster zero
`START TO END` – to watch the end sequence

GOONIES 2

Password
For all Goonies and necessary equipment, enter the following password: `Z4G "!41 40" "KOK`

Extra equipement code
`SugNY4wT!NUU!!uF`

GRADIUS

Full weapons
Pause the game, and push Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start. This will give you missiles, options and shield, but you can only use it once per game.

Continue mode
As soon as your last ship is destroyed, press Down, Up, B, A, B, A, B, A, B, A on controller one. You'll need to be on stage two or higher, and you'll also have to enter the code quickly.

GREMLINS 2

Stage codes
No matter what stage you want to get to, there's a code for it:

`BVKH` – level 1-2	`ZFPJ` – level 3-2
`DXNH` – level 2-1	`SHMC` – level 4-1
`CGMW` – level 2-2	`VLBB` – level 4-2
`NJDT` – level 3-1	`NXRD` – level 5-1

GUERILLA WAR

Level and Difficulty select
When the title screen appears press A, B and Start. A separate menu will reveal itself allowing you to choose your start level and game difficulty.

GUN*NAC

Level Select
On the title screen, enter the "Config Sys" mode and set the sound test to Ø5. Now you can go to any area in the game.

GUNSMOKE

Unlimited ammo
On the title screen, press Right, Right, Right, Right, Select, Select, Select, Select, Right, Right and then begin the game. You'll be given a machine gun with plenty of ammo to help you rid the townships of pesky bandits.

GUNSMOKE 2

Extra weapon
For a machine gun and 100 bullets, press A, A, A, A, Right and Right.

HOOPS

Final match
Enter `LUXLRZTLR` on the password screen to play the final match. Win and you'll be treated to the brill end sequence.

THE HUNT FOR RED OCTOBER

Submarine power-up
To power-up your sub during the game, pause the game and then press A, B, Select, A, B, Select, A, B, Select, A, B, Select, A, B, Select, A, B, B, A. You can only use this once per game, so use it wisely!

Jump levels
Another cheat which you can only employ once per game is this level skipping one. Pause the game and press A, B, Select, Right, Left, Left, Right, Select, B, A, B, B, A.

IKARI 3

Infinite continues
To continue when you've lost all your lives, press Up, Right and A when you die.

IKARI WARRIORS

Extra continues
To continue when you have lost all of your lives, press A, B, B, A before Game Over comes up.

Level select
On the title screen, press Up, Down, A, A, B, Left, Right, A, B, Up, A, Down, Right, Right, Left, B, Up, Left, A, Right, B, Left, Right, A, Left, Up, A, Down, A, Right, Left and finally B very quickly. Use A and B.

IRONSWORD

Boost
For a power boost, enter this code:
`NTTMMNWLPPBDZ`

Extra lives
If you have less than two extra lives recorded in your password, alter the fifth character to an `N`.

ISOLATED WARRIOR

Level codes
Use the following codes to progress further into this infuriatingly demanding game:
`5963` – level 2
`8920` – level 3
`Ø7Ø5` – level 4
`5826` – level 5
`2687` – level 6

JACKIE CHAN'S ACTION KUNG FU

Level select and continues
Allow Jackie to lose all of his energy and when the title screen reappears after the game is over, press Up, Up, Down, Down, Up, Down, B, A and Start, then press the B button on the second controller. A number will appear which you can alter with the Up and Down buttons to select the level you wish to attempt. Finally, press B on the second controller again and you will get 99 continues.

JAMES BOND JR

Passwords
Mission 1 – `Ø33481`
Mission 2 – `258ØØØ`
Mission 3 – `32Ø37Ø`

JIMMY CONNOR'S TENNIS

Passwords
These codes should get you to later tournaments enter the ball sign as % to get them to work.
`DM*X T%*W BWB2 *7BQ *VTZ *Q*P *P*T *T*M *WMZ`
`FZ*V v%*W BWBH B7BV *6*8 *2*% *%*5 *%*T *W3T`
`%*B1 VRBW B2B3 WKCV *6*C B2*% *%*o *%*T *597`
`1*B6 VXV9 VDVC X5DV **BC B2*% *%*F B%*T * WFC`
`2*B6 B6V7 WWW3 DCF% TNBC BBB7 *7*F B7*3 *M2%`

KABUKI QUANTUM FIGHTER

Energy increase
When you are fighting an end-level guardian, pause the game then use the Up and Down buttons to transfer chip points to your energy level or vice versa.

KENDO RAGE

Stage select
On the title screen, press the following: X, Y, A, B, X, Y, A, B then Start.

KICKLE CUBICLE

Special game passwords

1 – `HmnM LhBg`	10 – `NBqb nQCZ`
2 – `HPTZ hNDJ`	11 – `NBqh hVCh`
3 – `JnCn hvcb`	12 – `NVQK Lrcm`
4 – `JQVP LrCH`	13 – `PChg nQCZ`
5 – `KqGT hhCC`	14 – `PWMG LICH`
6 – `KRdv LNDV`	15 – `QDgf nQCZ`
7 – `LrFs LLCb`	16 – `QXJC LfCB`
8 – `LSXq hfDG`	17 – `RZJH nnBg`
9 – `Mtld hLCZ`	

KID ICARUS

Hidden continues
Quickly before the title screen appears press B, A, B. Those elusive continues will now be accessible.

Infinite lives
This passcode will not only grace you with infinite lives but also dish out 640 hearts.
Enter `8UUUUU UUUUUU UUUUUU UUUUUU`

KING OF THE BEACH

Passwords
Stage 2 – `San Diego Side Out`
Stage 3 – `Waikiki Gekko`
Stage 4 – `Copacabana Topflite`
Stage 5 – `Australia Sundevil`

THE LAST NINJA

Invincibility
Just go to the password screen and use all H's except for the fourth to last which should be Ø.

LEGEND OF ZELDA

Location of levels
Level 1 – 8E, 4S
Level 2 – 13E, 4S
Level 3 – 5E, 8S
Level 4 – 6E, 5S
Level 5 – 12E, ØS
Level 6 – 3E, 3S
Level 7 – 3E, 5S
Level 8 – 14E, 7S
Level 9 – 6E, ØS

Second quest
To be able to start on the more challenging second quest, enter `ZELDA` as your name on the initial screen.

LEMMINGS

Passwords

	Taxing level	Mayhem level
Level 20:	`BDRMLN`	`LJJDJJ`
Level 21:	`JSDASV`	`KBGVXM`
Level 22:	`QWRTLR`	`SSHSJS`
Level 23:	`QHQLJS`	`LZTRYD`
Level 24:	`MRGHFW`	`VGXNFM`
Level 25:	`WHGXZL`	`ZQQPLM`

LIFE FORCE

Steal a life
To steal a life on a two-player game, press A and B simultaneously.

Extra lives and continues
On the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start for 30 lives and four continues.

LITTLE NEMO

Stage select
On the title screen, press the following buttons: Up, Select, Left, Right, A, A, B. "DREAM SELECT" will appear, so put the arrow next to that, and press the A button once for each stage that you wish to skip. Once you have decided the number, press the Start button.

LOW G MAN

Level codes

Level 1.1 – `JPN1`	Level 3.3 – `8ØMB`
Level 1.2 – `386V`	Level 4.1 – `SCRD`
Level 2.1 – `M1CH`	Level 4.2 – `LV12`
Level 2.2 – `31ØØ`	Level 5.1 – `SØN8`
Level 2.3 – `MØ52`	Level 5.2 – `5VLB`
Level 3.1 – `FLLF`	Level 5.3 – `SGJK`
Level 3.2 – `HV1Ø`	

Start with eight lives
Code – `LØBB`.

Increased weapons
Code – `SHOT`.

Stage passwords
Get to later levels in this massive, tough game by using the following codes:
`M1CH` – level 2
`FLLF` – level 3
`SCRD` – level 4
`MP45` – level 5

Secret Stages
Enter the following for two new stages:
Train – `AMAN`
Hovercraft – `NAKA`

MANIAC MANSION

Get past nurse Edna
Thanks to Michale Ellis for providing us with this little cheat. To freeze Nurse Edna in her room, wait until she says "Oh, an unwelcome intruder" and then select "New Kid". Leave the room for about 15 seconds and then return to her room, by which time she should be frozen; allowing you to get across the room. Note that there is a safe behind the picture with some scrawled letters inside.

Calling the police
To call the Meteor Police, use Bernhard to get the tube from the radio in the living room, and then put it into the socket of the radio in Dr Fred's room. Call the frequency

written on the wanted poster with the Radio.

Destroying the mansion
Go up the stairs and through the security door and go to the fifth strip of wallpaper hanging down. Look for a keypad and select "Use Keypad", a number comes up and shortly after the mansion explodes.

MARBLE MADNESS

Extra time
Select a two-player game when playing solo, then finish the level and you will be granted extra time in the next stage.

MCDONALDLAND

Extra heart energy
On the club house level 1-2, kill the first squirrel with the top block and move on. Pick up one block from the pile of six and then stand under the spider. When the spider climbs to its highest point, press the the B button while pushing Up. This will send the block up to kill the spider, bounce off the stump and then off the screen. Do this as often as you like; gaining an extra heart of energy every time.

MEGA MAN

Lightning trick
To increase the damage caused by a lightning shot, repeatedly press the pause button as soon as the beam connects – each time that you unpause the game, another hit will register.

MEGA MAN 2

Level codes
Airman – A1, B5, C3, C4, C5, E1, E2, E3, E4.
Bubbleman – A1, B2, B5, C3, C4, E1, E2, E3, E4.
Quickman – A1, B2, B5, C3, C4, E2, E3, E4, E5.
Heat man – A1, B2, C3, C4, D3, E2, E3, E4, E5.
Woodman – A1, B2, C4, D1, D3, E2, E3, E4, E5.
Metalman – A2, B1, B3, C1, C4, C5, E3, E4, E5.
Flashman – A1, B2, B4, C1, D1, D3, E2, E3, E5.
Clashman – A1, B2, B4, C1, D1, D3, E2, E3, E5.
Dr Willy – A1, B2, B4, C1, C5, D1, E3, E5.

No guardians
To play the game without having to take on the end of level guardians, enter the following codes:
Airman A1, C145, D135, E13
Woodman A1, C34, D235, E12

Weapon codes
Enter the following codes for weapon selection:

Flash guns	1C
No Crash	2E
Bubble guns	1D
No metal guns	1E
Heat guns	2B
No air guns	2D
Wood shield	3D
No boomerang	4C
Air guns	3E
No bubble guns	3C
Boomerang	4B
No wood	5B
Metal gun	5E
No heat guns	5D
Crash	5C
No flash guns	4E

Password
To get to Dr Wily enter the following code:
A1 B2 B4 C1 C5 D1 D3 E3 E5

MEGA MAN 3

Password
To get to the last boss, enter the following on the password screen (you may not automatically appear at the desired location; if so, let yourself be killed and then continue as normal to reach the last of the areas):
T1111 11611 11111 11111 11116

Passwords

Top man	A3, C5
Hardman	A3, C5, E6
Snakeman	A3, C1, C4
Geminiman	A3, B5, C7
Magnetman	A3, B5, C5, D6, F5
Needleman	D3, A3, B5, D6, F2
4 special	A3, B5, D3, F4, F2
Dr Wiley	A1, A3, D3, F4

METROID

Extra weapons
Enter your name as JUSTIN BAILEY to become a woman with extra weapons.

Super jump
To jump really high without the Rushcoil, hold Right on the second controller, then jump as usual with the A button, making Mega Man fly into the air!

MICRO MACHINES

Qualifying race
It doesn't matter what position you come, as long as when the race is over, you press Up, Select and B, holding them until the screen goes the colour of the water. Now press Start. The game should now read, "Qualify – 6 Lives."

Race 2 (Desktop Dropoff)
When you jump off the folder, pause the game. The screen should now go white. Unpause the game, and you should have got yourself an extra life, but this will not show until you finish Tuff Trax or lose a race.

Race 4 (Sandy Straights)
Go backwards until you get to the first bend, quite near to the water and pause the game. The lap counter will go down. Now go back, cross the line and you've won.

Race 7 (Handman's Curve)
Go to the bottom left of the track, leaving the other warriors and you will come to a big oil can. Go to the spout, and drive in as far as you can and pause the game a couple of times. The screen will go white, and you will have won.

Race 9 (Sahara Straights)
Follow the track around until you come to a footprint in the sand. Go to the bottom of it and Pauses the game. The screen should turn white. Unpause the game,and you will have got turbo acceleration.

Race 10 (Potted Passage)
Follow the green pipe down until it disappears into the plants. Get your chopper into the little gap, and Pause the game. The screen will go white, and you will find that you have super sticky grip.

MIGHTY FINAL FIGHT

Stronger characters
Start a game and select Haggar as your fighter. Quickly allow yourself to be killed and when you continue the game select either Cody or Guy and they will have the strength of Haggar.

MIKE TYSON'S PUNCH-OUT

Passwords
Enter any of the codes below to get to the section of your choice (for the last password to work you must press Select, A and B simultaneously):

005 737 5423	–	WVBA minor champ
777 807 3454	–	WVBA major champ
267 853 7538	–	world circuit bout
007 373 5963	–	versus Tyson
135 792 4680	–	another world circuit

MISSION IMPOSSIBLE

Level passwords
Here are the codes for later levels:
HMPR – level 2
KMVW – level 3
XDGJ – level 4
TVJL – level 5
QBYZ – level 6

MONSTER PARTY

Passcodes

Level 2	–	CnDo403sH
Level 3	–	RvX"HSin4
Level 4	–	tvLG-B6me
Level 5	–	1yF84O77D
Level 6	–	UtBDGC,OJ
Level 7	–	sfhsQVF9B
Level 8	–	a!BBOL?hxNARC
Final	–	DTvgs.iNT

Extra continues
To start the game with two continues in the bank press A, B, Select and Up, then press Start on the title screen.

THE NEW ZEALAND STORY

Warp to an extra life
Just as in the arcade version, there are two warps in this game. The first can be found on level 1-2. Jump up to the second platform from the start, face left and fire until the warp appears. Jump into it, take the warp on the right, continue right on the new screen and grab the extra life. The second is found on 1-3. After you've been through the water near the end, jump to the top platform and shoot to the right. After you've entered the warp, press Left to land on the middle platform, shoot right to reveal the warp and you will reach a room with two more extra lives.

NINTENDO WORLD CUP

Passwords
Codes for every possible match follow:
10307 – second match
30707 – third match
01507 – fourth match
22007 – fifth match
72107 – sixth match
11507 – seventh match
42407 – eighth match
62607 – ninth match
60207 – tenth match
22307 – semi finals
12807 – finals

PARODIUS

Full Power
Press Up, Up, Down, Down, Left, Left, Right, Right, A, B, A and B.

POW

Extra lives
On the title screen press A, B, B, Up, Up, Down, Left and Start for extra lastibility.

POWER BLADE

Passwords
Get to the stage of your choice with these codes:
B2712209 – stage 2
G3784JD2 – stage 3
6843D12F – stage 4
IBJ39FK4 – stage 5
J23KGBBK – stage 6
77KDIOGJ – stage 7

PROBOTECTOR

Level codes
Level 2 – 1227
Level 3 – 0501
Level 4 – 0948
Level 5 – 2168
Level 6 – 0666
Level 7 – 1192

30 Lives
At the title screen, type in the following before the music stops. Up, Up, Down, Down, Left, Right, Left, Right, B , A then Start.

Extra lives
To get 30 extra lives, press Up, Up, Down, Down, B, A, Start on the title screen.

THE PUNISHER

25 Bazookas
At the start of the game on the wanted poster screen, enter the following code using the cursor pad of the second controller and the A and B buttons on the other one. Press as follows: A, B, B, Up, Up, Left, Down, A, then press A to start the game. If you enter it correctly a noise will sound and you will be given 25 bazookas, each with 25 rounds.

RAD RACER

Continue
To continue on the same track you were previously racing on, press A and Start simultaneously.

Stage select
To choose any level, select your car and then on the demo screen press the B button to increase the tachometer by two lights. Each time you press the button the level selected increases by one. Once you've decided on your course, hold Up and Right and press A and Start.

RESCUE RANGERS

Get back lost lives
As soon as you lose a life and are off the screen, go to the inventory screen and push A and B simultaneously. It should say "Start Again". Now click on your player again, you will not have lost a life.

ROBIN HOOD

Passwords
On the title screen, press A eight times and B eight times to get a password screen. Now enter any of the following to reach various parts of the game.
CATACOMB, WALL, LOCKSLEY, DUBOIS, CHONE, CATHEDRAL, BOAR, WELL, CHAPEL, MASTER, TAX, POND, VILLAGE, TOWN, TOWNHANG, CASTLEIN.

ROBOCOP

Infinite continues
When your continues have been used up, you can still carry on by pressing A, B, Select and Start on the title screen.

ROCKIN' CATS

Recharge energy
Pause the game, hold Down, A, B, then press Start to recharge your energy. You can use this cheat as often as you like throughout the game.

Channel select
Pause the game, then press A three times to allow you to return to the channel select screen at any time during the game.

ROLLING THUNDER

Passwords
Story 1, area 3 – 6426099
Story 1, area 5 – 1450064
Story 2, area 7 – 6609809
Story 2, area 9 – 3495242
Story 3, area 1 – 6692956
Story 3, area 2 – 4516110
Story 3, area 3 – 6396857
Story 3, area 4 – 4249741
Story 3, area 5 – 6916079
Story 3, area 6 – 7236972

SILVER SURFER

Passwords
To access the cheat screen, press Up on both control pads and enter these codes.
Extra continues – J8SCL9
Invincibility – KJTTJK
Infinite continues – SJM333
Full power – CKWJT4

SKATE OR DIE 2

Stage select
Start the game with two controllers and press Start, A, Select and B on controller two. Now push Right to go to the Mall, left for the Beach or Up for the Planet level.

SMASH TV

Secret warp
Go to the title screen, on controller two, hold Down and the B button. With these held, press Start on controller one and then choose all of the normal options for a circuit select.

SNAKE RATTLE N ROLL

Warp
To warp to level 3 go to the first island and press B and A.

Warp to world eight
Try to reach the end of the first level within four seconds. If you make it, you'll come across a rocket which will allow you to warp to level eight.

Extra continue
Make sure you are hit by the last yellow anvil on level four. You must be standing on the square in front of the scales when it hits you.

SOLAR JETMAN

More money
DDDDDDDDDDD – $111,111
GGGGGGGGGGG – $222,222
LLLLLLLLLLL – $555,555
PPPPPPPPPPP – $888,888
QQQQQQQQQQQ – $999,999

Secret level
Enter the following code to enter a secret level: BKKBKKHMBHMB

Extra lives
On the password screen, enter every letter as Q. You will start off in a bonus cyberzone with ten extra lives.

SOLSTICE

Infinite lives and magic
During the game, get the sub-screen up with the Select button. Press B, Start, Start, B, B, Start, Start, B, B, Start, Start, Start, B, Start, B, B, B, Start, Start, Start, B, Start, B, Start, Start, B, Start, Start, B, B, Start, B and Start. If you've done it correctly the screen will flash and, the next time you look at the sub-screen, your lives will be at maximum and all of the potions will be full.

STAR TREK

Passwords

Masaba	–	R6XW MLFT ?6XD
Lekythos	–	P?RV !RZH LAQD
Romulan	–	KA55 R?XC LA4D
Shroud	–	J!3L RZX7 M?BD
Lotia	–	JH1L !XX3 K?DD

STAR WARS

Unlimited lives
In Obi-Wan Kenobi's cave you will find two extra lives hidden behind a secret wall. To find them, go right from the start of the cave section, drop down to a long platform near the end of the level, go left to the wall, fall to the platform on the right, and then fall down to the long platform directly below. On the left you will see a small platform; jump from this into the wall, and you'll find that you can walk through the wall to two extra lives. Leave the cavern and repeat the manoeuvre until you have nine extra lives. It's really that easy.

SUPER MARIO BROS

Warp to world 8
In level 4-2, find the invisible blocks just after the first lift by jumping up and down. Use these invisible blocks to punch the otherwise unreachable block. The punched block will reveal a most useful vine which, upon climbing, leads to a bonus level and the wonderful warp.

SUPER MARIO BROS 2

Warp from world 1-3
At the end of the first section of world 1–3, drop a potion next to the large plant pot, go in the door and down the pot to warp to world four.

Warp from world 3-1
When you reach the waterfall, fall into it and land on the platform at the bottom. Go through the door, head right, pick up the potion from under one of the plants, drop it by the pot, go in the door and down the pot to world five.

Warp from world 4-2
On the whale section, run to the right, pick up the potion, and continue until you reach the flower pot. Work your way around to it, drop the potion, do what's required and head off to world six.

Warp from world 5-3
You'll need Luigi to be able to make it to this warp. After climbing the ladder into the level, super leap to the top platform, and use the potion to go in the warp door and down the pot. This leads to world seven.

Warp whistles
The first warp whistle is on world 1–3. Go to the white block surrounded by four other coloured blocks, then crouch down for five seconds on top of it. You will fall through behind the background – run to the right and you'll eventually reach a house. Toad will give you the first whistle. The second is in the first world's fortress. At the end of the first section, fly up to the roof, get on top and run to the right. When you stop, press Up – you will then enter a door leading to the second whistle. To get to world 8, blow one whistle to get to the warp section, then blow it again once there to get to the final stage.

SUPER MARIO BROS 3

Extra lives.
At the end of a stage, do a super run into the black area, when the whistle blows hit the card and you will get a star. Keep repeating this to get extra lives and points.

27 "P" Wings
Complete the game and press Up, Up, Down, Left, Right, Left, Right, A, B, Start. This will give you 27 "P" Wings to use at will.

SWORD MASTER

Infinite continues
On the title screen, hold Down and press Select. Now press Start for infinite continues.

TEENAGE MUTANT HERO TURTLES 2

Level select
At the title screen, press Down five times, Right seven times, B, A then Start.

Extra lives and level select
To begin with ten lives and have the option to choose the start level, press the following when on the title screen: B, A, B, A, Up, Down, B, A, Left, Right, B, A and Start.

TMNT (US)

Energy replenish
When low on energy, pause the game and press Up, Down, Left, Right, A then B.

Stage select
On the title screen press, Down, Down, Down, Down, Down, Right, Right, Right, Right, Right, Right, Right, B, A and Start. A stage select screen will present itself.

Ten lives player one
Press Up, Right, Right, Down, Down, Down, Left, Left, Left, Left, B, A and Start on the title screen. You can now play with ten lives.

TERMINATOR 2

High score cheat
Earn a high score on the Cyberdyne level by emptying Arnie's big gun and standing him on one of the desks. He may then crouch down and punch people repeatedly for stacks of points.

TETRIS

Instant completion
Hold down A, B and Select in B Mode Games as one of the shapes falls. When the shape stops, you will have magically completed the game.

Faster game
To add ten levels to the one you've selected, press A and Start simultaneously when the cursor is in the right place.

THUNDERBIRDS

Level select
To select any level, on the title screen press and hold Up Left diagonal and press Reset. Now when the title screen reappears, press A, B and Select to choose any stage.

TIGER HELI

Extra continue
When you have lost all your lives and the black game over screen comes up press the following: B and A together and then Start. Now you can restart the game where you died.

TINY TOON ADVENTURES

3-Up Duck Vader
Complete any level with multiples of 11 carrots such as 33, 55, 66 etc, and then return to the main map (see SUPER XS#1) and you will warp to Duck Vader's ship. Hit Vader three times to get three extra lives.

TOM AND JERRY

99 mice
When the screen with the drawing of Tom and Jerry on (the second title screen) appears, press the following to start the game with 99 mice: Right, Right, Up, Left, Up, Right, Down, B, A, Select, then press Start twice.

TOTAL RECALL

Extra life
Simply sit through the cinema credits to earn yourself and extra life.

TOTALLY RAD

Extra lives
Get to the first green soldier and position yourself so that a massive number of troops come onscreen. Now hold the fire button and get slaying. You will receive an extra life – up to a maximum of 13 – for every 100 men.

TRACK AND FIELD

Last day codes
US – 54HLPHJNI
GB – YAWWWHJ45
France – 5ZHDPZJ2S
USSR – 2M15PZJWS

VIGILANTE

Level select
On the title screen, press, Up, Left, A and B to enter a secret level select menu.

WCW WRESTLING

Championship code
Here's a handy code to get you to the championship as ANIMAL with only two bouts to go. Enter H5YT1YQ7OHNZ on the passcode screen.

WWF WRESTLING CHALLENGE

Tag team cheat
Press Select and B in the Tag Team and Survivor series mode. Now your partner will run around the outside of the ring and beat up your opponent's partner who is also outside the ring.

GAME BOY

THE ADDAMS FAMILY

Restore All Energy
On losing a life, immediately hold down A, B and Select simultaneously, then press Start to restore all your energy.

ADVENTURE ISLAND

Level select
On the title screen press Right, Left, Right, Left, A, B, A and B. The level select is yours for the taking.

ADVENTURES OF LOLO 2

Final Level
Last level code – VQTD

ALLEYWAY

Bat speed-up
To speed your bat up, hold down A.

BART VS THE JUGGERNAUTS

More Money
When you play 'Captain Lance Murdock's skateboard crash and bash', jump two times higher than the Juggernaut's head and get your skateboard. Now lose two times. Now smack the waiting Juggernaut off its platform. This will give you between $7,500 and $8,500.

BATTLE BULL

Final level code
To get to the last level enter 4F** on the passcode screen.

BATTLE OF OLYMPUS

For every item code
Enter: BFFXVNXQNLS8K, CM2FHUX4GW5ZD

BATTLE UNIT ZEOTH

Level select
When the title music ends, press Down, A, B all together five times. You should now hear musical tones. After the first pressing of Start, you will start on level one, after the second, you will start on level two and so on.

BATTLETOADS

Extra lives
Hold down A, B, Down and Start on the title screen to start with five extra lives.

BILL AND TED'S EXCELLENT ADVENTURE

Passwords

Level 2	–	555 4239
Level 3	–	555 6767
Level 4	–	555 8942
Level 5	–	555 4118
Level 6	–	555 8471
Level 7	–	555 2989
Level 8	–	555 6737
Level 9	–	555 6429
Level 10	–	555 1881

BIONIC COMMANDO

Level skip
Whilst playing any level, press and hold Start then press A and B simultaneously. You'll return to the DX-Turbochopper and be able to select a different level.

BLADES OF STEEL

No goalies
Hold A and B on both controllers, then start on controller one.

BLAST MASTER BOY

Level select
On the title screen, highlight the continue option and hold A and press Start.

BOMBER MAN

Codes
IHOLBKMIHL
HKEFPHIDJC

BOXXLE 2

Level Codes

Level 2 – BYNS	Level 7 – BDZB
Level 3 – YBZB	Level 8 – YZPZ
Level 4 – BYPZ	Level 9 – ZYYN
Level 5 – BDYN	Level 10 – DBNS
Level 6 – YZNS	Level 11 – ZYZB
Level 12 – DBPZ	

BUBBLE BOBBLE

Harder game
Enter VLT1 on the password screen to get a much harder game.

Codes
Here are the codes for the last five levels to this classic platform action adventure:

BGL3	–	level 96
VLLD	–	level 97
VGLD	–	level 98
KLLD	–	level 99
KGLD	–	level 100

BUGS BUNNY

Passwords
Level 40 – TX9W
Level 50 – 2TWX
Level 60 – YTKX
Level 70 – SHE2
Level 80 – XHØ2

BURAI FIGHTER DELUXE

Passwords
Following are all the level codes you'll ever need to complete this massive game:

Eagle	Albatross
HGKM – level 2	HGNC – level 2
CPFG – level 3	BMHB – level 3
JJCM – level 4	DGBF – level 4
DKLF – level 5	JGJH – level 5

Ace	Ultimate
GBHC – level 2	GDCP – level 1
MHCB – level 3	LMCJ – level 2
CDMN – level 4	CCHL – level 3
KDPG – level 5	HFKP – level 4
	BNGN – level 5

Password
Enter this password for 100 lives: HGDM

BURGER TIME DELUXE

Level codes

2-1	–	EEHB
3-1	–	HBBP
4-1	–	PEEP
5-1	–	TTPB
6-1	–	PTTH

CAPTAIN PLANET

Level code
Game end – 5Ø621Ø

CAPTAIN SKYHAWK

Level skip
When playing, press Up and B together.

To become Indestructible
Push pad Up, Right, Down, Left, then Up four times.

CASTLEVANIA

Extra lives
Don't destroy the first candle in stage one, but do whip all subsequent ones and the 11th will reward you with an extra life.

Bonus stage
On stage one, keep climbing one of the last ropes despite the fact that there's a ceiling in your way – you'll come to a bonus room.

BUSTERS

CASTLEVANIA II
Extra lives
Enter two candles then two hearts as your password and you will have nine extra lives.

Passwords
Crystal Castle – BLANK, CANDLE, HEART, HEART
Rock Castle – CANDLE, HEART, HEART, CRYSTAL BALL
Plant Castle – CANDLE, HEART, CRYSTAL BALL, CRYSTAL BALL
Cloud Castle – HEART, HEART, CRYSTAL BALL, BLANK
Final Showdown – BALL, HEART, CANDLE, HEART

CAT TRAP
Level skip
This cheat will complete any level you're playing and is in effect a level skip. Press Start, Select, A and B at any point in any level to activate the cheat.

CHOPLIFTER II
Passwords

SKYHPPR – stage 1–2	LKYBYSS – stage 1–3
CHPLFTR – stage 2–1	BYMSFWR – stage 2–2
RGHTHND – stage 2–3	GDGMPLY – stage 3–1
TRYHRDR – stage 3–2	SPRYSKS – stage 3–3
CMPTRWZ – stage 4–1	CHPYBYS – stage 4–2
VRYHPPY – stage 4–3	GMBYQZD – stage 5–1

DAEDALIN OPUS
Level select
Type in ZEAL on the password screen for a level select.

Final level
Type in FINE on the password screen to access the last level.

DEAD HEAT SCRAMBLE
Level skip
To play any level, on the title screen, press B eight times, A eight times and B for as many levels as you would like to skip.

DYNABLASTER
Passwords
Enter the following code to go to Faria:
35NPSDJD

ELEVATOR ACTION
Items
The items given to you from the ? doors are selected by the third digit from the right of your score. The chart below shows the item you will receive.

Ø, 1	–	Shotgun
2, 3	–	Machine Gun
4, 5	–	Pistol
6, 7	–	Grenade
8, 9	–	Heart

FACEBALL 2000
Level Warp
At the end of level one, turn and face the opposite wall. Shoot it to reveal a secret door with an orb behind it. Activate the orb to find yourself warped to level ten.

FERARRI GP CHALLENGE
Passwords
Level 2 – BPDFGMJLBKDHGJKT
Level 3 – CHDJGTJLBKDJGKLZ
Level 4 – CPDNGTJLCCDLGLNP
Level 5 – CSDPGTJXCHDLGMPS
Level 6 – DLDPGTKLCMDPGNQ2
Level 7 – DSFHGTKLCMDSGPSN
Level 8 – FLFLGTKLCPDSGQTN
Level 9 – FLFLGVKQCRDSGRTX
Level 10 – GPFLHKRDCDSGSWL
Level 11 – GJFXHQKVDCSGTXV
Level 12 – GJFXHSLNDCFGGVYY
Level 13 – GJGHHVLSDKFHGWZZ
Level 14 – GJGHZLSDKFKGX1P
Level 15 – GJGKJSLSDKFLGYJM

THE FLASH
Passwords
Level 2 – 23 DELIVERY
Level 3 – DENIM BLUD
Level 4 – TRACK 29
Level 5 – 99 PICASSO
Level 6 – INGOT LANE
Level 7 – 7th MARKET
Level 8 – TRACK 12
Level 9 – RUE IE DAY
Level 10 – TIN ALLEY
Level 11 – GORBY WAR
Level 12 – TRACK 66
Level 13 – FUN HOUSE

FORTRESS OF FEAR
Extra lives
You will first need to score enough points to get on the title screen. Then enter your name as W♥W. In the next game that you start, you'll have six extra lives!

GARFIELD
Passwords

1: LFDB	11: TCMF
2: VCSB	12: RBCN
3: TRFF	13: NBNF
4: ZFRG	14: GPBL
5: NGSF	15: RBCT
6: QDCZ	16: RCNG
7: KCNG	17: FCRF
8: TRBD	18: YBRB
9: LGCK	19: SGNG
10: WGRD	20: GGLD

GARGOYLE'S QUEST
Passwords
Level 1 – K8ED HWA7
Level 2 – JXAH VR6Y
Level 3 – WPXD 4BGO
Level 4 – D57A GTUO
Level 5 – 9FJA TLJA

Last area password
Go straight to the very last area by entering KKKK KKKK as your password.

GAUNTLET
Open doors
To open all the doors, stand in a safe place for 100 seconds and all the doors will open.

GHOSTBUSTERS 2
Guardian strategies
When fighting the end-of-level guardians, try to position the trap buster in front of you since it is invincible and can stop their attacks; leaving you to concentrate on shooting them.

GREMLINS 2
Level code
Code for level 4-2 – VLBB.

GO! GO! TANK
Invincibility
On the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right and Start to become invincible.

GOLF
Reset shot
If you play a bad shot, press A, B, Select and Start before the ball comes to a stop. This will reset the game, yet – thanks to the Game Pak's battery – when you restart, you'll begin on the shot that you just played.

HUMANS
Passwords

1: XXXX	10: LKLQ
2: CVBM	11: HDZW
3:QWSD	12: NBGF
4: PLKP	13: SWQR
5: MNBV	14: TYTL
6: VBCD	15: XRTD
7: ZXVZ	16: CDSR
8: KJKR	17: JHYD
9: PYST	18: MJHN

THE HUNT FOR RED OCTOBER
25 Extra lives
On the Map screen, hold down Select. At the same time press Up, then Down.

Extra missiles
On the screen showing you the map, press A and B simultaneously then Up and Down. You'll start the game with 25 missiles.

Stage select
On the title screen, press Left, Right, B, Select, Left, Right, B, Select and Start. Use Left and Right to select the level and Start to begin.

HYPER LODE RUNNER
Stage select
When you start the game and the initial score screen appears, press A or B to raise or lower the stage number. You can only go up to stage 16 in this way; for anything else you need a password.

KICKLE CUBICLE
Level code
Level 30 – TJBY EGCE

KID DRACULA
Passwords
Level 2: 5613
Level 3: 3272
Level 4: 7283
Level 5: 5346
Level 6: 7225
Level 7: 5539
Level 8: 7158

KING OF THE ZOO
Stage select
When choosing your character, move the cursor to the desired animal, hold Left and B, and then press A to make the round number appear. Use Up and Down to alter it and then use the Start button to begin.

KIRBY'S DREAM LAND
Configuration Mode
On the title scren press Down, B and Select all at the same time and a configuration mode appears. Using this you can give yourself more lives, listen to a sound test and change the amount of energy you have.

Extra energy
On the title screen, press Down, Select and B simultaneously.

Change difficulty
Also press the following buttons on the title screen to access the more difficult extra game: Up, Select and A simultaneously.

KIRBY'S PINBALL
Play bonus games
On the title screen press Left, B and Select simultaneously, when the high score table appears, a cat will walk across the screen. Begin the game and select any of the stages, but what will happen is that you will start playing immediately on the bonus games.

KLAX
Duplicate block
Wait until you get a block you're happy with and press Select if you want to duplicate it.

KRUSTY'S FUN HOUSE
Passwords
Level 2 – MCBAIN
Level 3 – MILHOUSE

LAMBORGHINI AC
More money
When entering a level code, stop the second to last letter on F, and press Select, B and Up. When the letter X appears you will get loads more money!

LEMMINGS
Passwords

	FUN	TRICKY	TAXING	MAYHEM
20	PLSTFL	PSDHWJ	DRMLND	LJDJWR
21	JXFCBS	CHTLNX	JSDHSW	KBCVXM
22	SDFGLD	GFTTYQ	RRHRNS	SHSJSG
23	QGHSDF	BSWHTW	QHQJSD	LZTRYW
24	OKZDTS	KSSLSNF	RGHFWX	GXNFPL
25	LZDGQH	JTYRDN	WHGXZL	ZQPLMG

LINK'S AWAKENING
Go through walls
While very useful this cheat is also very dangerous as you can end up stuck in a wall or in the middle of some bushes, so it's adviseable to save the game before you try it. Anyway what you must do is just as you're walking onto the next screen hit select and you will reappear on the next screen in exactly the same place as what you left the previous one. This is extremely useful for passing places where you need objects like the power glove to pick up rocks.

New tune
Enter your name as ZELDA and a slightly different, funkier tune will begin.

Stealing bow
When you have enough money for the bow, go into the shop, buy it and as the money is being deducted, save the game. When you return to the game you will have the bow at no cost!

Stealing bow (method b)
Pick up the bow, run around the shopkeeper a few times to confuse him. When he is not looking at you, run out the door and the bow's yours. The shopkeeper's not to happy about it though and will kill you if you try and go back in!

LOCK 'N CHASE
Stage select
Press A, A, B, B, A, B, B on the title screen to reach all new stages.

MARIO TENNIS
Super service
Press A and B together for a huge rollercoaster of a serve.

MEGA MAN
Battling Dr Wily
To go to Wily's fortress enter the following code:
A2 A3 B4 C2 C3

Codes
Elecman: A2, 4, B3, D1, 2
Iceman: A1, B4, C1, D2, 3
Fireman: A2, 3, C1, D2, 3
Cutma: A2, 3, B4, C2, 3

MEGA MAN 2
Passwords
Air – A2, B1, B3, B4, C3, D2, D4
+ Needle – A1, A3, A4, B3, C1, C4, D1, D2, D4
+ Clash –A2, B1, B3, B4, C3, D1, D2, D4
+ Metal – A2, A3, B1, C3, D1, D2, D4
+ Wood – A2, A3, B1, B4, C3, D1, D2, D4
+ Hard – A1, B3, C1, C2, D1, D4
+ Magnet – A3, A4, B1, B3, C1, C2, C4, D1, D3
+ Top – A1, A3, A4, B3, C1, C2, C4, D1, D3

METAL GEAR
End of game code
Enter: T1111116111111111111111116

MERCENARY FORCE
Level select and extra money
On the title screen, press Up, Select, A and B simultaneously, then press the Start button. You will then have 50,000 yen to spend. Once you have chosen the characters that you want to take on the adventure, the stage number will appear – quickly alter it to the level that you want and get ready for a far easier fight!

MICKEY MOUSE
Level skip cheats
Press Up, Select, A, B and Start to reach the Pirate Ship.
Press Down, Select, A, B and Start to reach the Castle.
Press Right, Select, A, B and Start to reach the Ocean.
Press Left, Select, A, B and Start to reach the Woods.

MONSTER MAX
Level codes
Level 2: -LNRX*49
Level 3: V?259JQX
Level 4: -8BHMT#1
Level 5: *Z!?49KV

MORTAL KOMBAT
Finishing moves
Liu Kang: Right, Right, Left, B
Rayden: Left, Right, Down, A and B.
Kano: Down, Right, Right, A.
Sub Zero: Right, Down, Right, B.
Sonya: Left, Left, Right, A and B.

Play as Goro
Complete the game and then watch the end credits. When 'The End' appears hold diagonal Up/Left, A, Select. Keep holding these until you have to enter your initials. Enter them and then press the A button. When the high score table appears press Start and you will see a screen informing you that Goro lives. you can now play as Goro and all the other characters have strange new names!

MYSTERIUM
Super power
When the map appears press A, B, Start and Left to grab a pass key. Drop it into the pool to get the down level then drop that to get the up level. Now drop that to get the super power.

NARC

Extra continues
Before you start your game on the title screen, press and hold Up, Select, A, B, then press Start. When you die, you will be given two continues.

NEMESIS

Extra power-ups
For additional speed and a force field, pause the game and press the buttons B, B, B, B, A, A, A, A, A. When you unpause to continue the game you will be equipped with the extra power-ups.

Extra weapons
For complete weapons, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start.

NINJA BOY

Extra Continue
On losing your last life, press A, B and Start. You can now continue from where you left off.

NINTENDO WORLD CUP

Passwords
Following are all the codes for the various matches you can play:
Ø8645 – semi, England vs Argentina
Ø1645 – final, England vs Germany

Supershots
When playing as England, try running with the ball for five steps and then shooting. If you time it just right you will let loose a supershot which is unstoppable.

OPERATION C

Ten Lives
On the title screen press Up four times, Down four times, Left four times and also Right four times. Follow that with A, B and finally Start to begin the game with ten lives.

PARODIUS

Extra weapons
Pause the game, then press Up, Up, Down, Down, Left, Right, Left, Right, B and A. This will give you a whole set of extra weapons!

Max power-ups
While you're flying through space press Pause, then Up, Up, Down, Down, Left, Right, Left, Right, B and then A to obtain all of the power-ups.

PENGUIN WARS

Stage select
On the title screen hold down Left, then press B then A. A number will appear in the corner of the screen. Push Up or Down to select your starting level.

PIT-FIGHTER

Continues
Upon being defeated, press Down and A to continue.

PIT-MAN

Level codes
Here's a selection of codes to get further into the game:

Level 50	–	**C75X**
Level 80	–	**LGHQ**
Level 95	–	**Q2ZH**
Level 100	–	**RGIH**

PIPE DREAM

Passwords
Enter the following codes to get yourself further into this frustrating puzzle game:
HAHA – level 2
GROW – level 6
GRIN – level 3
TALL – level 7
REAP – level 4
YALI – level 8
SEED – level 5

PRINCE OF PERSIA

Passwords
Level 2 – **51798Ø75**
Level 3 – **41698Ø65**
Level 4 – **71198Ø15**
Level 5 – **61098Ø05**
Level 6 – **11398Ø35**
Level 7 – **47769332**
Level 8 – **31998Ø95**
Level 9 – **21498Ø85**
Level 10 – **81498Ø54**
Level 11 – **51798Ø74**
Level 12(a) – **41698Ø64**
Level 12(b) – **71198Ø64**
Level 12(c) – **61098Ø14**

Final level
To reach the level 13, enter **77Ø 27514** on the password screen.

PROBOTECTOR

Level select
On the title screen press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A then Start. You will now get a music tone, use the arrows to select the level, then press Start.

Extra lives
On the title screen, press Up four times, Down four times, Left four times and Right four times. Now press Start.

PUZZNIC

Level codes
Use these codes to get further into the game. All the full stops and spaces are to be entered for some of the codes to work.

Level 5	–	**DON. DOKO**
Level 10	–	**TAKA MINE**
Level 15	–	**YUVA NISI**
Level 20	–	**HORI MOTO**
Level 25	–	**SEXY ITOM**
Level 30	–	**SANT O.OB**
Level 35	–	**GAME BOY.**
Level 40	–	**HATT ORI.**
Level 45	–	**TENT SUKI**

Q*BERT

Special movie
On the title screen press, Right, Up, B, A, Down, Up and B. Now sit back and watch a special *Q*Bert* movie!

Q BULLION

Passwords

Level 1	–	**WALL**
Level 2	–	**IDEA**
Level 3	–	**NOON**

RAGING FIGHTER

Player vs same player
At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, A then B. If it has worked, it will say "command on."

ROBOCOP

See the ending
When the title screen appears, simultaneously press A, B, Select and Start. Now to see the ending without playing the game press Left on the control pad.

ROCKETEER

Level codes

Level 2	–	**492629312**
Level 3	–	**435765818**
Level 4	–	**775545421**

SIDE POCKET

Trick shots
Trick shot 1 – Tap Up four times so that the indicator is just touching the first ball, then have one 'follow', and hit the ball at full strength.
Trick shot 2 – Simply hold Right so that the indicator is perfectly straight then shoot at full speed.
Trick shot 3 – Aim directly at ball number 2, draw back three times and hit the cue ball at full strength.

THE SIMPSONS

Bully-boy tactics
To defeat the three tree-house bullies, fire the boomerang left, then jump over to the bully on the right. He will turn around to face you, and the boomerang will hit him in the back sending him to the ground below.

SNOOPY'S MAGIC SHOW

Passwords
Codes for various later stages in the game:

XQ1A	–	stage 20
TTOT	–	stage 35
BTND	–	stage 40
V5K2	–	stage 50

SNOW BROS JR

Level skip
At the title screen, hold down Up, Select and B. Then press Start and press Up or Down to select your starting stage.

SNOW BROS

Invincible
To become invincible, on the title screen press and hold Left, Down, A and B simultaneously, then press Start.

Map select
Hold Up, Select, B and then press Start.

SOCCERMANIA

Transparency!
Make your opponents invisible by pressing Up, Up, Down, Down, Left, Right, Left, Right, B and A on the title screen.

SOLAR STRIKER

By-passing guardians
When you reach a guardian, go to the top left corner and stay there. After a few seconds, the guardian will disappear. This works well on almost all bosses.

SOLOMAN'S CLUB

Passwords

1–5	–	**RQJSJJJJ**
1–10	–	**RYSY?JJ?**
2–5	–	**JZ4JSJJJ**
2–1Ø	–	**6ZYSYJJ?**
3–1Ø	–	**XZZ7SY88**
4–1Ø	–	**K3ZZY5Y8**

SPANKY'S QUEST

Stage select
Enter **Ø199** as your password and you'll find a rather handy stage select screen.

STAR TREK

Codes

Stage 1 – **Ø523-4**	Stage 2 – **4262-Ø**
Stage 3 – **6841-2**	Stage 4 – **3310-7**
Stage 5 – **7Ø57-3**	Stage 6 – **6Ø46-2**

Enterprise warp
Press Down Left and Select to warp the ship when you are in space. You can only do this once per game.

SUPER MARIO LAND

Bypassing guardians
If you are Super Mario when fighting a guardian, simply run into the guardian – this will cause you to turn small, but as you are invincible for a few seconds you can jump to the lever and escape.

Level select
To be able to select any level, you need to first complete the game twice (no mean feat). You are then able to select the level from the title screen.

Extra lives
On stage 2-3, you'll find MARIO spelt out in coins. Shortly after that, a 1-up heart will appear in the wall. Collect as many coins as possible, then grab the heart and let yourself be killed by the next enemy. You'll start off just before the coins – collect them all over again, as well as the heart, and repeat the manoeuvre. Since 100 coins grants you an extra life, your reserves will build up in no time!

TECHMO BOWL

Final level
Enter the code **94BFFDAI** on the password screen to reach the last level.

TEENAGE MUTANT HERO TURTLES

Energy replenish
If your turtle is low on energy, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start to join the action again. You can only use this once per game.

Bonus game select
On the stage select screen, press A, B and Select together, and a question mark will appear on the right-hand side. Choose this and you can practise on the bonus games.

TENNIS

Super serve
Press A and B together on a serve to smash the ball at an incredible rate.

Winning serves
When serving, throw the ball into the air, purposely miss it, and move under it so that it goes through your head; you'll win the point.

TERMINATOR 2

Cheat the clocks
As you play a level press and hold Select to slow down the circuit clocks.

TETRIS

Speed
At the title screen, press and hold Down. Now press Start. When the game starts, you will see a heart next to the level number, this means that the speed has increased ten fold.

Finish Quickly
To finish the game quickly, as the blocks fall press Select A and B simultaneously.

TINY TOONS

Passwords
Level 2 – **Space, Carrot, Space, Carrot**
Level 3 – **Melon, Space, Melon, Space**
Level 4 – **Pineapple, Pineapple, Melon, Melon**
Level 5 – **Melon, Melon, Melon, Space**
Level 6 – **Carrot, Carrot, Space, Space**
Level 7 – **Space, Melon, Space, Space**
Level 8 – **Space, Melon, Space, Space**
Running Bonus Game – **Carrot, Carrot, Carrot, Carrot**
Mallet bonus game – **Melon, Melon, Melon, Melon**

TRACK MEET

Passwords

S Pastrami	–	**BHCBTWVB**
K Ninja	–	**GXMBGWNC**
I B Cheetin'	–	**TBRBNNQM**
Jack Strop	–	**HHTBSRLR**

TURRICAN

Invincibility
Press the following buttons on the title screen and the word "Start" will change to the word "Cheat". If you select it, you will become invincible. The buttons are A, B, B, A, B, A, A, B, A, A, B, A, A.

TURTLES 2

Level select
On the title screen press Up, Down, B, A, Left, Right, B, A, then Start.

WWF SUPERSTARS

Extra energy
Dropkick at the ring, then go back in again and climb up to the top rope. Wait there and your energy bar will be topped up.

WHO FRAMED ROGER RABBIT?

Passwords
Stage 2 – **DLT3QYBY**
Stage 3 – **GPLDMSRC**
Stage 4 – **MMCFGWXJ**
Stage 5 – **BGQTVKJP**
Stage 6 – **RTJBWN34**

WIZARDS AND WARRIORS

Extra lives
When you get on to the high score screen, enter **HEART** as your name and you will start the next game with six extra lives.

Extra power-ups
At the start, go left rather than right to find some useful items.

WORDZAP

Tour of the levels
To see all of the level screens, and go on a world tour press Select, A, Left, A, Down, B, A, Right.

WORLD CUP SOCCER

Passwords

Level 3	–	**Ø3313**
Level 5	–	**36313**
Level 6	–	**17123**
Level 7	–	**42913**
Level 8	–	**56113**
Level 9	–	**51313**
Level 10	–	**97113**
SEMI	–	**Ø8613**
FINAL	–	**Ø1613**

Nintendo® NINTENSIVE CARE

That's right – this is your chance to test the Pros at the Nintendo Hotline with your gaming problems. Stuck on *Zelda*, flummoxed by *Mario* – the Nintensive Care helpline page can help you win! Send your problems to *Nintensive Care, Super Gamer, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* Jim Flooks takes your calls this month...

Q On *Link's Awakening* for the Game Boy, how do I kill the level three Nightmare?
Karen Jackson, Westhoughton.

A Hit the eye with your sword and when it splits apart, run into the bits using your Pegasus shoes.

Q I cannot do Dhalsim's teleport move on *Streetfighter II Turbo* for the Super NES, what is it?
Archie Edwards, Dumfrice.

A It's the same as Ryu and Ken's dragon punches except press all the kick buttons or punch buttons at the same time instead of one punch button.

Q On *Adventures of Lolo 2* for the NES, I cannot complete floor 1-3. Can you help?
Alexander Wyatt, Worcestershire.

A The problem on this stage is the two rows of three blocks. On the first set, push the left and right blocks up one space and then the middle block to the left. If you do the same on the next row you can actually walk over the crest that is there.

Q On *Legend of Zelda* for the NES, I cannot find level three on the second quest, could you please tell me where it is?
Mrs M Langley, Durham.

A Level three on the second quest is in exactly the same place as level two was on the first quest.

Q I'm finding it really difficult to score on *FIFA International Soccer* for the Super NES, could you tell me any good ways to do so?
Alan Parsons, Leicester.

A Choose one of the top seeded teams like Germany, Argentina or England(?), when you are shooting downwards, run down the left wing, when you are in line with the penalty box shoot diagonally towards the top right hand corner of the goal. This should result with you scoring more often than not! Why not look in New Busters (page 84-85) for all the latest FIFA cheats?

Q Please don't laugh at me, but I still can't do the super start on *Super Mario Kart* for the Super NES, could you tell me how?
Karen Chester, Fleet

A You must press the accelerate button between the first and second beeps at the start of the race, that should get you on your way at top speed.

Q *Another World* for the Super NES is annoying me, I cannot get out of the tank in the arena because I'm always blown up, what must I do to stop this happening?
Nigel Sheppard, Fareham

A Start pressing the buttons at the bottom left hand corner of the on-screen console and gradually go through them all until a large red button appears, press this and you will eject from the tank.

Q On *Simon's Quest* for the NES, how can I use the ferryman to get to a new place?
Miss D Looker, Greenwich.

A Board the ferry with your 'heart' selected, the ferryman will be so impressed with your show of kindness that he will take you to a new land where you can pick up many more items.

STUCK ON A GAME? PHONE THE Nintendo® HOTLINE ON (0703) 652222!

Nintendo® HOTLINER PROFILE

MICHAEL BARNES

Name?
Michael 'Dennis Hopper' Barnes.
How long have you worked on the Hotline?
Three and a half years.
Has it affected your mental state of health at all?
I feel like a dwarf on a lavatory, I'm always on my toes!
What are the main changes have you seen in games recently?
The boxes have a lovely sheen to them, the like of which I have not seen since my stint in Mr Bob's buffing factory.
What do you class as your best achievement working on the Hotline?
It has to be yesterday when I achieved total spiritual harmony, after I found my lucky biro, feared lost for the last ten years.
Has there ever been a game which you have been stuck on?
I'm sorry but I have been sworn to secrecy by Nintendo and not at liberty to discuss that.
Very young kids are catered for, so should there be games specifically for the over 65s?
Yes I'm glad you asked me, I'm all in favour of it myself, just imagine the possibilities... *I Remember the War Simulation, Super Prostate Pensioners* and of course *Pin the Colostomy Bag on the Bladder*, I'm senile you know...
What is your formula for gamesplaying success?
Two cans of Dr Pepper, a packet of chocolate buttons, some little biscuits with icing sugar on and a roll of toilet paper.

ALL THE LATEST CODES STRAIGHT FROM DATEL!

AERO THE ACROBAT

7E0CCA6D: Infinite energy.

BUGS BUNNY

7E02DA05: Infinite lives.
7E02D610: Infinite energy.

DAFFY DUCK

7E1F4528: Fly.
7E1F3210: Anti-matter gun.

DR FRANKEN

7E0C0C55: Infinite time.

LETHAL ENFORCERS

7E00B205: Infinite lives for player one.

MEGA MAN SOCCER

00806500: Use with the code below to play US version on all machines.
00817280: Use with the above code.

NBA JAM

7E07C30F: Fast speed for player one.
7E08AB0F: Fast speed for player two.
7E0993 0F: Fast speed for player three.
7E0A7B0F: Fast speed for player four.
7E07C8FF: No heads for player one.
7E08B0FF: No heads for player two.
7E0998FF: No heads for player three.
7E0A80FF: No heads for player four.
7E0CCF0B: No shot clock.
7E07D6FF: Power-up player one.
7E08BEFF: Power-up player two.
7E09A6FF: Power-up player three.
7E0A8EFF: Power-up player four.
7E078A20: Infinite turbo for player one.
7E095A20: Infinite turbo for player three.
7E0A4220: Infinite turbo for player four.
7E07D610: Player one super slams.
7E08BE10: Player two super slams.
7E0CBF02: The opposition can only score four points.

NINJA WARRIORS

7E18B2C0: Unlimited energy.
7E01980X: Changes the time (thousands).
7E019A0X: Changes the time (hundreds).
7E019C0X: Changes the time (tens).
7E019E0X: Changes the time (units).
7E019404: Rapid blaster.

POP 'N' TWINBEE

7E024AF9: Allows different music.

STAR TREK

00805180: Lets you play the US version on all machines.

STRIKER

7E0F3204: Use with the code below to make the game faster.
7E0F3304: Use with the above code.

SUPER EMPIRE STRIKES BACK

7E00360 3: Infinite continues.

SUPER MARIO ALL-STARS

Super Mario 2
7E005500: Kills all enemies.

T2: ARCADE GAME

7E007F7F: Infinite energy for player one.
7E00817F: Infinite energy for player two.

TOP GEAR 2

7E01A801: Infinite nitro.
7E1D19EF: Money ($229,000). Turn Action Replay off after the money is shown, and then back on before the race.

WIZARD OF OZ

7E01DD03: Infinite lives.
7E01D301: Infinite wings.
7E01E500: Infinite energy.

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the write stuff

The campaign against violent video games is run by misinformed MPs and silver-haired old busy-bodies who aren't in tune with their kids. They drag a few kids off the streets of some slum, point a camera and in their face, coerce them a bit, then say "do games make you feel angry?"

The kids wipe the Marmite and snot from their face and say "Yeah, sometimes after playing *Street Fighter* I try and dragon punch my brother!" What complete rubbish!

Everyone gets annoyed sometimes, either by not completing a level, or getting thrashed by your friends, but the same thing applies to sports, losing your parking space to a someone in a minuscule Fiat 126, and even finding that the CD you've just bought is scratched to hell and now you have to trek all the way back into town. But no-one's trying to ban that are they?

It's human nature to get agitated when we don't get our own way. The fact is that no-one (not unless they are mentally unbalanced anyway) will go out and commit a crime after being influenced by a video game.

Will playing *Mr Nutz* cause scores of kids to jump on luckless squirrels nationwide? No, and neither will racing in *Super Mario Kart* make you a menace on the public roads or any more likely to have an accident.

If the red-faced protesters paid a little bit more attention to their kids, encouraged their hobbies instead of alienating them by always saying "no, you can't play that or watch this", then there would be no need to get worked up about it.

I agree that there is a problem with under-age kids spending all their money in seedy arcades, but surely it is up to the parents to explain why it's a waste of money, and get them interested in something more worthwhile.

Buying video games for a child who practically lives them is the best thing you could do, not the worst. Also, by using magazines like SUPER GAMER, you can make an informed choice about the games, so that you don't end up with a turkey!

I still remember going to the local shop with my brother; staring glassy-eyed at the latest titles, then the joy I felt when my dad said "Go on then, you can have one each." Comparatively, games were still pricey then, but the mere fact that in that split second, dreams became reality, make this one of my fondest memories of video games – an adult who actually understood what it was like to be mad about computers – amazing! Now it is my career, but I still get a buzz out of buying new games.

Violence in video games is tame when compared to the real life stuff going on in most cities today. How much effect does it have when someone is stabbed or mugged in front of a child? More than performing a death move in *Mortal Kombat*? Yes, without a doubt.

I say this to the violence lobbyists, how about clearing our streets of crime and homeless people before worrying about petty problems like console violence.

And while I'm at it, why not ask the people who play games every day and see more kids playing video games than any other. Who am I talking about? Us, of course. Video game journalists are living proof that playing games constantly throughout childhood is not detrimental to your health (and there are very few weirdos, but plenty of egomaniacs!). Let's hear your views.

Dear SG,
Have been a fan of your mag since issue #1 of SUPERPRO back in December '92. The new mag is shaping up to be just as good, and as more things like the Gamer Golds get highlighted, and Ryan stops saying "genre" so much, it will be unsurpassable.

After reading the last edition of SUPER GAMER (#3), I felt I had to write in response to the two flowerpot men trying to justify the use of games copiers. "Wake up and smell the coffee" – wake up and smell your breath mate, you might recognise the smell as something similar to the odour from what you're sitting on!

If someone nicked his bike, I'm sure he would be the first to go whining to the police about his loss. And I don't think he'd be too chuffed with the thief who told him that if the cost of bikes was less he wouldn't need to nick them!

You can understand why Nintendo does not want to release games for rental if there is a chance of a bloke like him getting his hands on them.

What really got to me was the fact that someone like him, who hasn't even got the bottle to put his own name to his opinions, still felt he had to write to complain about the quality and standard of the illegal games he plays!

"Wake up and smell the coffee" – what a load of bobcats. How can you so proudly state that but for the fact of the games copier you wouldn't own a Nintendo. Like, you're really doing Nintendo (and all the other people you've ripped off) a favour.
Dave Fisher, Rugby
PS What happened to the old free cart for a decent letter? It's much more of an incentive to write in.

From the moment I first read Mr Anon's letter I knew that he would come in for some stick, but I never imagined such a vicious response from the collective SUPER GAMER readership.

Of course he is entirely entitled to hold the view that the high price of Nintendo games forced him to buy a cart copying device, but how much did he pay for it, and how many good games could he have bought?

It's illegal and stupid, but these kind of people also nick cars and joyride them. It may be funny to see some pre-pubescent renegade tearing down a Manchester suburb in a hot RS Cosworth, but spare a thought for the poor sod who wakes up the next morning to find his cherished motor wrapped around a lamppost.

Pirateers are taking decent console owners for a ride in the same way. They buy a Magicom, plunder the software, then vanish into the woodwork as the market collapses. It is indeed highly hypocritical for Mr Anon to slag the quality of the software because he has already forsaken his chance to complain when he went over to the 'dark side'.

PS Why have puny cart when you can have a limited edition, superbly crafted "Let's Go To Work" SUPER GAMER T-shirt – worth over £10,000!

Dear SUPER GAMER,
I am writing about games copiers and game renting. I totally agree with it. Who can afford £50 upwards for one game? Having owned computers for eight years now (my first was a Spectrum 48K), I have always agreed with copying. The software companies are making enough money by robbing the public blind, so why can't the public do the same to them?

Also, in your reply to Mr Anon's letter in issue #3, about Nintendo dropping the prices if people stop copying carts, and I quote "blimey, there are a lot of pirates about, let's drop our prices", even if it did stop cart copying, do you really think that the companies would drop their prices? I don't.

Let's face it, all the

companies want is money, so it will be a long time before they cut their prices (if ever). Have you thought how much a Project Reality cart will be?

On the subject of renting games, I think it is a very good idea. At least you get a chance to play the game before spending £50-£60 on it. However, I know of people who join all the rental shops under a false name, and then just keep the games for good. This is surely worse than copying, but if you want something bad enough you just go out and get it.

I blame Nintendo and the games companies for high prices, so *they* are bringing all this copying on themselves. I also thought that your reply about smashing windows to get the stereo was very childish. Just because you copy games, this does not mean you try to 'obtain things illegally.'

I love reading your great mag, keep it up!
Mr X, Ireland.

Another anonymous coward praising copying because they like to get one over on the establishment. Oh how we envy your courage and your daring for standing up to Nintendo – not!

Why do ill-informed console owners believe it is the software companies who charge such high prices? Nintendo are a major cause because they set the prices of all carts, and anybody wanting to develop on the Super NES must buy the chips solely from them.

Then there are the shipping costs, development costs (quite small per cart, actually) and finally, once the company has manufactured the game and created the packaging, they then have to sell them to places like Future Zone, GAME, Smiths and HMV, who then add about 50% on top of the price to ensure a high profit. The single-most guilty culprits of high prices are Nintendo and high street retailers.

It's not like the old days Mr X, software companies don't just release their own product any more, they have to go through Nintendo and so all you are doing is punishing a company who will more than likely just say "ta ta" to the Super NES, rather than lose money.

Don't blame Sony, Virgin, Titus, Konami, Ocean etc – they are at the mercy of others. SUPER GAMER knows for a fact that many games could easily be sold for £39.99 and many have tried, but ultimately the evil greedy suits come in and balls it all up for console owners.

Try to view the whole picture in future and you'll see the damage you're doing – it's always more complicated than you think.

Dear SG,
Whilst reading the Write Stuff (issue#3) I couldn't help but think that the people who pirate software are a bunch of self-centred prats who think of no-one but themselves and nothing for the honest people, or the industry they are damaging. We're all concerned (and in my case downright p***** off!) with the price of software, but what can we do?

I think that if these people don't wake up soon we're all going to suffer and the industry will go stale and could eventually die. That would be a disaster for everyone and especially those who actually paid the full price for these games in the hope that the prices would come down (that's a hope in hell at the best of times!).

But if we can stop, or at least control piracy then perhaps Nintendo will take a long hard look at lowering the prices of games, and they may even consider renting games.
Michael Morrison, London

The return of the inimitable Michael Morrison, son of Jim. I agree with you Michael, but in the final analysis it's you against them. Pirates are laughing at everyone who buys full priced games, because they get them much cheaper. The next time you see a couple of guys in a shop exchanging disks, think about what they are doing and how it affects you.

I'm getting so annoyed at the constant stream of complaints about the price that I have written a letter to Mr Todori at Nintendo; explaining why the Super NES is slowly dying because of the price structure, and what he can do about it. If the boss of Nintendo UK can't do anything – who can?

As always, I urge you to send letters of protest to Nintendo at every opportunity.

Dear SG,
I am afraid I have had to write to you in answer to people like James Savage from Liverpool who think computer and console piracy is such a big deal.

I am the owner of an SMS3201 Super Wild Card which I have possessed for eight months now, and in these months I have accumulated over 50 games, including a pirated version of *Super SFII!*

Do people like James really think that this will affect the games industry forever? Or is it that they are just jealous of Wild Card owners like me, who probably have ten times as many games?

STAR LETTER

Dear SUPER GAMER,
It seems lately that any letters I read have me swearing that I will reply and add my four pennies worth. The idle witterings of Mr Anon of Cloud Cuckoo Land would seem to be the straw that broke the camel's back. How can he possibly estimate the value of a Super NES game?

I appreciate that younger children with no income may struggle to finance their gamesplaying. However, with *F-Zero*, *Pilotwings* and other such classics retailing for around £20, they can also manage.

If you select your prospective game carefully by reading various reviews (and possibly playing the game), there is no reason why you should not get value for money.

The average game costs about as much as three video tapes. Good games such as *Starwing*, *F-Zero*, *Pilotwings*, *Mario Kart*, *Wolfenstein* and *Super Mario World* will be great fun much longer than the videos. Am I making my point? The price is relatively fair if you are careful.

Also think, do you really want a copier? Are there any games you desperately want, let alone worth paying £200 and breaking the law for? If copying of carts escalates any further, I am sure Nintendo will have to acknowledge it and publicly try an offending individual. Scared?

In the past, software pirates have been a powerful minority, but console piracy is nowhere near as popular as it is in the home computer market. Stop telling these people they are damaging the industry and raising prices. Don't give them the satisfaction. When they have killed off this machine, they will just move on, as they always have. The spotlight thrown on the subject by your recent interest only serves to advertise the existence of copiers.

To summarise, if you do not feel you have got your money's worth from a game then either: take it to a swap shop, or don't buy yet another platform game. Now why don't we let it lie!
Cheers!
(Necro) Phil Wilson,
Edinborough

Trust a Scotsman to hit the nail right on the head. SUPER GAMER stands by your views, Phil. There are a fair number of cut price games now, but people still complain "oh, we want the latest games", well either pay up or wait patiently.

Practically all the games you mention in your letter are available in places like GAME, and are stonkingly good value. £20 for *Starwing* (96%), *Super Mario Kart* (94%) and *Sim City* (85%) – how many games get those kind of percentages these days? They may be old, but still the best.

I'm not sure about the copying though. Many people are not aware of the problem and want to know why Nintendo are not lowering prices or getting annoyed. If you want a copier, you can still find one quite easily, so I don't think SUPER GAMER is luring people away from the straight and narrow.

If we treat pirates with disdain, console owners will soon see the lie behind the easy buck. Pirateers are no better than pimps or drug dealers – remember, they are making money out of your misfortune and if the cart copier blows up your Super NES, don't come running to the service department for another one – it's tough luck.

Also Phil, variety is the spice of life, so you can hardly blame console owners for wanting many different games to play, rather than just sticking with one until it is completed.

Most of the games I have, I probably would not have bought if I did not have a Super Wild Card anyway. The only reason I bought my Super NES was because I knew I had enough money for a Wild Card and would not be bored stiff playing two games for the rest of my life!

I agree with the point that the companies like Nintendo should cut the price tag of their games, why should I buy *SFII: Turbo* for £60, when I can get it for £2 on disk?

To put it another way, if I had not seen the Wild Card, I wouldn't have bought a Super NES, so it looks like Front Far East [the importer, we presume-Ed] have made a bob or two for Nintendo.

Phil, cowardlycustard-nonamesville.

Sorry Phil, but I'm not buying that pile of horses' business! How convenient an excuse that is – too convenient. Do you really expect me to believe that you bought the Super NES with the sole intention of adding a Super Wild Card straight away?

Where do you think the money goes that you pay for the disks Phil? Well, let's make it simple – does it a) go to Nintendo? Or does it b) go to the software companies who actually produce the games? How about c) straight into the sweaty palms of hard core pirateers? Tough choice, eh Phil?

It's no good trying to feebly justify your number of games by saying "I wouldn't have even bought the games if I didn't have a Wild Card device" because you haven't actually bought the games have you? All you've got for your £2 is a standard floppy disk worth about 50p. No instructions, warranties – in short – nothing tangible.

The programmers of the game., who may have spent a year writing it, don't get a penny, but you can be sure your dealer will keep on going because he's making a packet – so you are in fact perpetuating the problem. Don't even bother complaining about the price Phil – you've got no right and no-one wants to listen to you.

By the way, it's interesting that you have withheld your name, but then blatantly shopped the importer who got you the copying device. If I were Front Far East (if they still exist), I'd be bricking myself right now, FAST and Nintendo are probably on their way round to 'thank' you right now, courtesy of Phil.

Dear SG,
Your magazine is the best I've seen. Seeing as you are so great, can you answer the following questions for me?
1. I have heard rumours that a copying machine will be coming out, do you know the release date?
2. On the fruit machine level in *Starwing*, can you escape the part that says "The end?"
3. Will *Mortal Kombat II* have blood in it (I am not a blood-crazed psycho by the way!)?
4. Does the Action Replay wreck your Super NES?
5. Will there be a Super CD?
That's all, keep up the good work.
Stephen Garrod, Suffolk

1. There are already loads of copying devices around, but you'd be a spaffoid to buy any of them.
2. No.
3. Highly doubtful, although Sculptured Software say they have managed to cram every single bit of the coin-op into the Super NES version.
4. Nintendo will try to persuade you that it does, but we've never had a single problem.
5. No.

Dear SG,
1. My birthday is soon and I wondered if it would be worth getting *Clayfighter*?

2. Has Ryan got both ears pierced, because if you look on page 36 of issue #2, his left ear is pierced, but on page 68 – it is his right!?
3. My best friend Lee keeps complaining that there's no comment at the bottom of each review, please can you tell him that it doesn't matter.
4. Is *Konami Golf* as good as *Mario Golf* on the Game Boy?
George McCormick, Leicester.

1. An excellent game if you like your beat-'em-ups splattered in plasticine. We gave it 86%.
2. One of the pictures was reversed, so only one I'm afraid.
3. The whole point of SUPER GAMER reviews is that they encourage you to read and absorb what we say. The different opinions are our way of conflicting with the main reviewer, or adding things we think they might have missed. There is no need for a final comment if you take the time to read the entire review. Lee is just lazy!
4. Yes, we reckon it's just as good.

Dear SG,
Oh my god, what is happening here! Last issue you said that *Super SFII* may never reach the Super NES. What on earth gave Capcom the idea that because of its memory capacity and its price of £80, that it wouldn't sell. I've been waiting since the day it reached the arcade for it to come to the Super NES. I wouldn't be able to live without it and I would gladly pay £200 (no joke) any day for *Super SFII*.

Mortal Kombat II will be the same price and I don't see Midway [Acclaim, actually] dropping everything. *Super SFII* is the best game in the universe and without it to add to my Super NES collection of *SFII* and *SFII: Turbo*, life would be one big waste. PLEASE CHANGE CAPCOM'S MINDS NOW!
Stephen Galvin, Clondalkin (Ireland)
PS In issue #2 you wrote on my picture [gallery] that "leeches are a cure for jaundice", well they're not.

How much money do you get exactly Stephen – £200 – you must be mad!

It is very probable that *SSFII* WILL come to the UK, but the doubts were raised by Nintendo themselves because the huge 32Mbit cart will be very expensive to manufacture. Also, there has only been one other *Mortal Kombat* game, but *Street Fighter* already has two very similar games and the third one isn't *that* different. Plus there's the fact that importers are already smuggling disk versions into the country (see Phil Nosurname's letter) and so they might lose a lot of money in low sales.

SUPER GAMER should have a copy soon, so hold your breath Stephen.
PS Andy was in extreme sarcasm mode I'm afraid. The comment concerned the fact that your fighters had a pale yellow (jaundice) complexion, and the scars strongly resembled leeches and... oh why do I bother?

Dear SG,
I love your magazine! It's totally awesome, colourful, full of reviews and packed with information and tips. What more could a Nintendo-loving person need? I have to say that your are simply the best and no other mag can rival your value for money supremacy.
Andrew Farley, Peacehaven.

Mother, is that you? Don't you have anything else to say Andrew? No comments on the state of Nintendo or the games industry, what do you think of the new 32-bit system, Project Reality, are games too boring? No – not a sausage. Oh well, thanks for the praise, but wait a minute [rummages around in letter pile], hang on, Mr Farley. This torrent of praise is a cold and calculated attempt to sway us in favour of your sad *Mario All-Stars*-blatantly copied-from-the-box picture that you included with your letter. Quick call Roger Cook, get the fraud squad round to Peacehaven!

Dear SG,
I feel that I have to write in to you as I have to get something off my chest – STOP MOANING. This is aimed at everyone who always says "my games are too expensive." We all knew the prices when we bought our systems. I myself had a Mega Drive and a Super NES, but I sold my Mega Drive because it was crud compared with the Nintendo. I knew the games were expensive but I decided that they are worth it.
Stephen Lewry, Sandwich.

It may be crud, but at least the Mega Drive has a massive stock of cheap games. For the price of a Super NES title, you could buy at least three Mega Drive games (not brand new ones). This is why Sega are faring so much better in the

console market. Even the USA – the last bastion of Nintendo's market stronghold, has recently been overtaken by Sega's aggressive marketing campaign.

This, coupled with the fact that nearly all the exclusive games on the Super NES have also been converted to the Mega Drive, has meant that more and more people are leaving the Nintendo for dead. How many times do I say this every issue? Nintendo – DO SOMETHING NOW!

Many games are worth it, but far too many are borderline, and the higher price means they are crushed mercilessly underfoot. Strategy games for example, are doomed to failure because they are a niche product and not enough people will buy them to justify Nintendo's high costs.

Dear SG,
Why is violence blamed on video games? Why is it that most people seem to think that just by playing five minutes of *Total Carnage*, every single gamesplayer in the world is going to buy a gun and start shooting everyone in sight? I think not.

Okay, there are some violent games like *Mortal Kombat* or *SFII*, but they practically yell "fantasy" down your ear-hole. I mean, if a guy's going to mug you, he's not going to leap in the air, shout Japanese gibberish and come flying down at you, is he?

One more thing. In response to Andrew Eley (Write Stuff #1), I think that good games are good games, no matter if the central character is a pink cloud, or a gun-toting, chain-swinging psychotic mass-murderer! There are more 'cute' games than well 'ard ones, but (in agreement with Dave Burchell, Write Stuff #2) the main thing is entertainment.

Keep up the good work!!
Graham Bradly, Perthshire

See The Write Stuff introduction for answer.

Dear Super Gamer,
I'm not going to bother or attempt to butter you up or try to creep, although I must admit your mag is flippin' excellent! I want to get straight to the point. I have recently purchased your June issue and I am writing to put all those sad illegal copier people to shame, especially the poofter who wrote to you in that issue.

Well, I hope you're out there Mr Anonymous. If you think you're so damn hard; using garbage like Magicopiers, then why didn't you put your name in, eh? Oh, you're so hard aren't you – not! If you resort to breaking the law, what sort of life, if any, have you got!? None!

Yes, I agree that Super NES game prices are over the top a little, but you must be thick to go out and buy a cart copier, then call games "expensive!" After all, the copiers are about £200, but you probably nicked it!

You then (stupidly) claimed to have seen a review of *Dropzone* on the Super NES, and it was on the NES – Duuuu! You must have a dodgy set of mince pies.

Now listen and you wake up and smell the coffee you d✻●✻❑▲. It is all your fault that games prices are so high, and all you other p❑✻✻✻▲ that think copying is alright. You had all better quit, because if you get found out, you'll have a lot of annoyed Super NES owners who want to smash your face in!
Gordon Allen, Oldham.

Yes, well... many thanks to the extreme right, for your support.

Dear Super Gamer,
In your letters page you said you'd like to hear from more female gamesplayers, well here's one. I received my subscription copy today of your mag and, as always, enjoyed reading it. Unfortunately however, it doesn't mean so much to me now as I'm an ex-Super NES owner. I have finally sold my Super NES and bought an Amiga CD32.

Why? Because I finally realised that my days of paying £50-60 for a game were over. I really believe that no game is worth that amount of money. I used to buy second hand games, but even they are ridiculous prices, and you have to wait a long time for any decent titles.

There are some brilliant games on the CD32 for about £20 each and I've already bought six; one of them was only £12 new! I do feel sad, as I loved my Super NES and had some really brilliant games over the years.

If Nintendo ever do drop their prices then I will get another Super NES, bringing my total to three consoles (with the Game Boy). Anyway, the point of this letter is just to agree that THE PRICES ARE TOO HIGH! Bye.
Heather Bryant, Royston.

A sad tale of darkness, dishonour and deceit. I'm very sorry to hear that you have sold your Super NES, but I can see why. You are quite right Heather, the CD32 looks great value software-wise (the machine is far too expensive) compared to the bloated old Nintendo, and your letter is just one of the many I've received telling the same story.

If you don't mind I'm going to use your letter as an example to Nintendo as to the extent of the high prices problem. Many thanks for your views, I hope you enjoy the mag for the remainder of your subscription.

Dear SG,
I have been buying your magazine from the very beginning and rate your reviews extremely highly, but in issue #2 (May '94), there was an excellent review by Damian, with comments from Andy and Keith for a game called *Desert Fighter* produced by System 3.

It was so inspiring, I decided to buy the game, and to my delight the release date was, and I quote "Out Now", so I started looking and looking and looking – you get the idea!

I thought I would wait for issue #3 and see if the game was listed in your excellent Nintendo games index and sure enough there it was on page 122. I thought, if it's in your mag, then it must be out there somewhere.

I enquired in every shop that sells Super NES games and the answer I kept getting was "don't you mean *Desert Strike*?" They said that *Desert Fighter* was only out on import and did not know if it was going to be released officially.

Could you please tell me what is going on and give me an answer?
Oliver Jennings, Waterlooville

Unfortunately, internal problems with System 3 have meant that *Desert Fighter* will never be released... only joking, the game will be out in June and System 3 apologise for the delay. It's still a great game though.

Dear Super Gamer,
As predicted in so many reports in various mags and popular newspapers, it has now been revealed that Nintendo have had a sales slump of 23.5%, with profits down 44% last year (as reported in the Sun 25/5/94). Reason? People can't afford games set at such high prices.

The same article also found that a lot of kids are swapping or buying second hand games at only £20 (try telling my wife that I've got a 'bargain' game for only £50!!).

Now, will Nintendo and Sega listen that their games are far too expensive? Even a £10-£15 drop would be a start, I'm sure your readers would agree to this suggestion.
GC Chapman, Kettering

At a recent tete å tete with Nintendo I discovered that they plan to release all of their Super NES games (except really big Mbit ones) for £39.99! That's the same price as Mega Drive games and great value at last! There's just one problem.

Nintendo are still keeping the cart prices high so that third party publishers will still have to charge £50. Damn!

The high prices are a major reason for the slump in sales (if it's true – you never know with the Sun).

If you've got any views or comments on anything in the world of Nintendo, send your letters to *Write Stuff, Super Gamer, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

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Here comes summer!

Ah, summer, and the streets of Bournemouth fill with waddling tourists, smelly crusties and hordes of scroungers, forcing local ne'er-do-wells like One-Chord Colin and the Dancing Hippy off their pitches. The Gallery file is also bloated with seasonal visitors, although these are considerably more welcome. Still too many tracings and blatent copies, though, so it's time for Andy's Guide To Avoiding The Bin Of Shame.

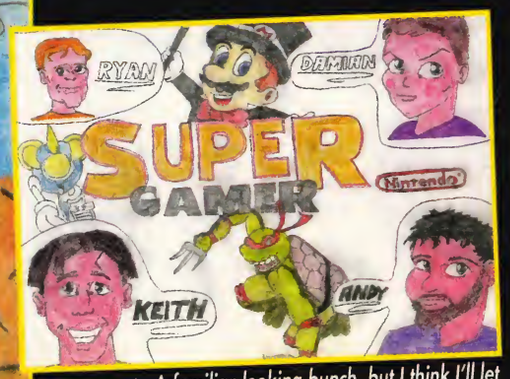
1: Do something original.

2: Er, that's it.

Since a lot of people have a rather odd idea of what constitutes an original picture, here's my definition. Pictures of familiar Nintendo characters in unfamiliar poses, settings or activities *are* original, as are pictures of non-Nintendo characters involved in videogame-related goings-on, SUPER GAMER staff in amusing situations, and 'celebrity'-esque mockery. Pictures of familiar Nintendo characters standing in exactly the same pose as they are on the box or advert are *not* original. It's that simple!

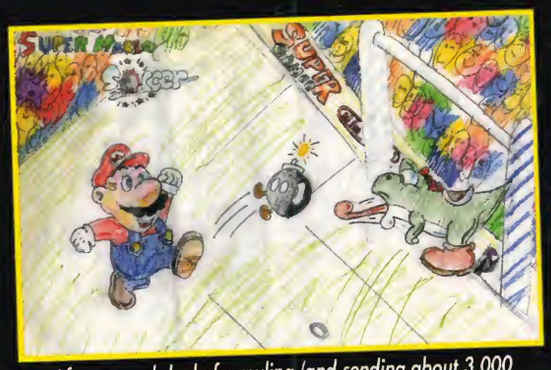
So, think you can stun me with your artistic talents? Then send your works to *Gallery, SUPER GAMER, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* Best of the month gets an astonishingly rare "Let's Go To Work" T-shirt (still haven't got mine yet, mumble sulk), best of the rest get their names immortalised in print, and copycat saddoes go in the bin. See you soon!

△ *There! You see how easy it is to win a T-shirt? Kevin Neal of March gets this month's prize for perfectly capturing the inner essence of each of the SUPER GAMER crew, and also for making me laugh so much I squirted coffee through my nose.*



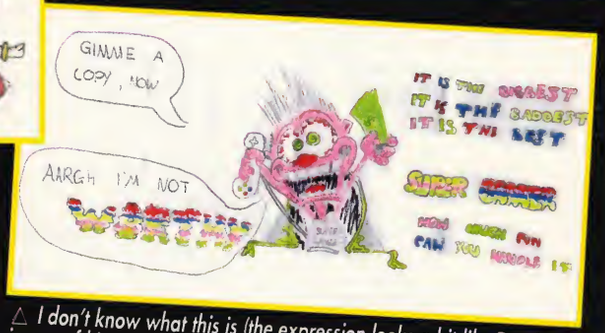
△ *A familiar-looking bunch, but I think I'll let Carl Sharp of Peterborough get away with it. That's a handsome chap on the bottom right.*

◁ *"He didn't come from a John Smiths advert!" chirps Arun Brennand of Newchurch, apropos his fox. Well, no, I can see that – he came from a Sega advert instead. Wigeit Loaf my spleen – that's Miles Prowler and we all know it! In the bin! However, his Choplifter chopper makes the grade, even if it is a bit on the cute side for a total death machine.*



△ *After a good deal of crawling (and sending about 3,000 pictures), Reading-based C D Clark hits the Gallery page with Super Mario Soccer (got to be better than Mega Man Soccer, hyak!). I like the crowd of wurflegums, as well.*

△ *Goeman 2! Yes, go man, 2 the bin where all tracings end their days. Shame on you, Niall Anderson of Hildenborough.*



△ *I don't know what this is (the expression looks a bit like Damian in one of his more bizarre moods) but I like it. John Douds of Ballymena hits the spot!*

△ *Request for donkey abuse granted! Good call, Glenn Davies of Newcastle-under-Lyme. I went to university near there, you know, and it was a proper university too, not one of these cheapo new-fangled ex-polytechnics, rant rave gibber.*

▽ *David Byrne takes time out from recording the next Talking Heads album to proffer this blatently copied Striker picture. Crumple crumple, thunk. Did you know there's an episode of Northern Exposure named after a Talking Heads song? Well, you do now.*

△ *Ah, yes, this is what we want to see! Not enough blood, though, Geordie-man Stephen Ord. A few innards, and you might have won the T-shirt you so badly wanted.*

T-SHIRT OFFER

Say "Chah!" to saddo fashion accessories – the only thing worth being seen in this summer is a genuine SUPER GAMER 'Let's Go To Work' T-shirt! Heads will detonate with envy at the sight of you with your favourite SUPER GAMER staffers (and Andy) worn proudly on your chest! The ultimate in cotton-based style, all for a meagre

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NINTENDO GAMES INDEX

SUPER NES

ACROBAT MISSION
A dated and simplistic shoot-'em-up with just five levels providing minimal challenge.
Overall 36%

ACTRAISER
A brilliant mix of a strategic gods game and a great looking platforming slash-'em-up.
Overall 84%

ACTRAISER 2
No strategy this time, just pure arcade action with great graphics. Learning to fly is a little fiddly though!
Overall 88%

ADDAMS FAMILY, THE
A huge platformer in the cutesy *Super Mario World* mould with loads of levels to explore and master.
Overall 84%

AEROBIZ
This puts you in charge of an airline, buying aircraft, routes, hotels, advertising, and even choosing whether to skimp on repairs!
Overall 81%

AERO THE ACRO-BAT
One of the most imaginative and varied platformers about, but not enough in-game action to sustain interest.
Overall 76%

ALADDIN
A beautifully presented 12Mbit cart with great graphics and sonics. However, there's not much gameplay variety and a password save makes it a bit easy.
Overall 88%

ALFRED CHICKEN
A cute and very playable platformer with lots of challenge, but not much originality.
Overall 69%

ALIEN 3
All the movie's stunning atmosphere, with several hundred more aliens
Overall 92% GAMER GOLD!

ALIENS VS PREDATOR
Great graphics, but the scrolling beat-'em-up action is repetitive and unimaginative.
Overall 57%

ALL-AMERICAN FOOTBALL
Competent gridiron simulation with plenty of plays and options, but not as comprehensive or graphically pleasing as John Maddens.
Overall 81%

AMAZING TENNIS
This game looks absolutely fantastic and sounds pretty good too. It's good for one player, but in two-player the novel display is a pain.
Overall 78%

AMERICAN GLADIATORS
Whatever you think of the game show, it didn't deserve this dire lot of sub-games. No horny pics of Jet either!
Overall 35%

ANOTHER WORLD
Highly addictive with plenty of puzzles to solve although it's no Zelda for longevity, being more of a very clever, but still limited platformer. AKA: *Out Of This World.*
Overall 81%

ART OF FIGHTING
Another Takara effort to beat Street Fighter – guess what? It fails! Tediously slow animation and uninteresting moves make this one to avoid when there are so many that are better.
Overall 68%

ASTERIX
A simplistic platformer, but the sprites at least perfectly capture the look of the comic strip.
Overall 79%

AXELAY
An absolutely stunning shoot-'em-up. Six long levels alternate between good looking side-scrolling action and unbelievable, into the screen Mode 7 trickery.
Overall 91% GAMER GOLD!

BART'S NIGHTMARE
Bart is plunged into a nightmare wherein he must recover his school essay from eight sub-games. It looks as good as the cartoon, but sadly playability is irritatingly tough and not as imaginative as the graphics.
Overall 73%

BATMAN RETURNS
The soundtrack is awesome, the graphics brilliant and playability excellent. This is undoubtedly one of the finest scrolling beat-'em-ups.
Overall 90% GAMER GOLD!

BATTLECLASH
SUPERSCOPE only
A '50s B-movie is turned into a nice-looking if shallow shoot-'em-up.
Overall 57%

BATTLETOADS IN BATTLEMANIACS
No fewer than seven games are packed into this cart. The first few are brilliant, but later levels are too simplistic to justify the mega-hard difficulty level.
Overall 82%

BEST OF THE BEST
A huge number of moves, a big championship and a good practise mode make this a serious Karate sim.
Overall 81%

BIOMETAL
A fairly good shoot-'em-up in the *R-Type* style, some slowdown and just six levels, but the 2-Unlimited soundtrack is good.
Overall 81%

BLAZEON
Terrible scrolling backgrounds and poor gameplay ensure unhappiness.
Overall 31%

BLAZING SKIES
This WWI sim utilises Mode 7 for some good flying sequences, particularly dog-fighting. Unfortunately gameplay is lacking with a frustrating control system.
Overall 67%

BLUES BROTHERS
An extremely funny film becomes an extremely irritating platform game.
Overall 71%

BOB
The eponymous star is a bug-like critter whose head can sprout rotorblades to fly around.
Overall 60%

BOXING LEGENDS OF THE RING
All the blood, missing from Riddick Bowe, with huge boxers and plenty of realistic effects like the girls in bikinis and the training feature.
Overall 84%

BRETT HULL ICE HOCKEY
A 16Mbit sim with an impressive running commentary by Al Michaels. Fast, slick and with a substantial challenge.
Overall 84%

BUBSY
The first 16Mbit platformer is a real treat, Bubsy's animation is brilliant, the sonics are fantastic and the speed is tremendous.
Overall 89%

BUGS BUNNY
Gorgeous graphics make this a very special cartoon game indeed. Playability is much more friendly than Bubsy and it's damned original to boot!
Overall 90% GAMER GOLD!

BULLS VS BLAZERS
A comprehensive basketball sim with great FX and music. Unfortunately, it runs too slowly.
Overall 79%

CALIFORNIA GAMES II
Windsurfing, JetSurfing, SnowBoarding, BodyBoarding, Hang-gliding and Skate-Boarding are on offer. Sadly none are particularly well done.
Overall 69%

CAL RIPKEN JNR BASEBALL
A standard baseball sim with a few too many irritating pauses to appeal beyond fans.
Overall 71%

CAPTAIN AMERICA & THE AVENGERS
Great characters, shame about the game. Pure drivel from start to premature finish.
Overall 31%

CHAMPIONSHIP POOL
A dodgy control system, the inability to see the computer opponent make its moves and a distinct lack of perspectives to view the table make this a very disappointing game.
Overall 60%

CHAMPION WORLD CLASS SOCCER
A competent football game endorsed by Ryan Giggs, but shallow in both gameplay and long term challenge. The player selection is especially awful. There are much better soccer games on the market.
Overall 65%

CHAOS ENGINE, THE
Playable Amiga conversion of the popular shoot-'em-up set in Victorian times. Great Bitmap-style metallic graphics, but gets frustrating because of repetition.
Overall 80%

CHESTER CHEETAH
Colourful, humorous cartoon-style graphics make this one instantly appealing, especially to younger players who won't mind easiness.
Overall 75%

CHOPLIFTER III
Incredibly addictive chopper and rescue-'em-up with detailed graphics and simple playability, but a bit too short.
Overall 85%

CHUCK ROCK
This hilarious prehistoric platformer features big-bellied Chuck, gorgeous backdrops and plenty of challenge, but not many continues!
Overall 85%

CLAYFIGHTERS
Using revolutionary 'claymation' techniques, real clay is used in this morphing beat-'em-up that has some of the most bizarre characters on the Super NES!
Overall 86%

CLAYMATES
More claymation action from the people who brought you Clay Fighter. This horizontal platformer is cheeky, colourful and fun. Nuff said.
Overall 84%

COMBATRIBE
A pixel-perfect, 12MBit conversion of a very repetitive and small coin-op.
Overall 60%

COOL SPOT
An extremely slick and playable game with great graphics and sound.
Overall 89%

COOL WORLD
The graphics are gorgeous, gameplay is original and varied, but there's not enough of it and the difficulty level is set excessively high.
Overall 69%

CYBERNATOR
You're in a giant armoured suit stompin' and shootin' and flyin' through seven tough levels. Great graphics, good gameplay and brilliant atmosphere.
Overall 86%

DAFFY DUCK: MARVIN MISSIONS
Great toon-like graphics and sound, plenty of levels and variety... but the control system is too irksome.
Overall 70%

DENNIS
An extremely pretty and challenging game, although gameplay is rather fiddly and slow.
Overall 74%

DESERT FIGHTER
Fast and frantic desert shoot-'em-up in the Desert Striker mould. Realism and close to the knuckle action are the name of the day. Excellent.
Overall 89%

DESERT STRIKE
In this slick Mega Drive conversion you pilot a gunship through five very tough campaigns. A wealth of detail gives an irresistably authentic feel and most military buffs will be delighted.
Overall 90% GAMER GOLD!

DINO CITY
A platformer packed with slick graphics and plenty of gameplay but too easy.
Overall 78%

DRACULA
A few nice mega-monsters, but overall this is a very tired, frustratingly difficult platformer ported over from the Mega Drive.
Overall 68%

DRAGON
One of the best beat-'em-ups on the Super NES. This excellent game of the film features a unique three player simultaneous karate option which is worth the price of the cart alone!
Overall 86%

DRAGON BALL Z
The manga comic characters appear in a *SFII*-style beat-'em-up. There's some interesting effects like a vertical splitscreen with Mode 7, but playability is low.
Overall 51%

DRAGON'S LAIR
One of the best looking and worst playing coin-ops emerges still looking good, but playing like a pretty darn good platformer.
Overall 78%

DRAKKHEN
The perspective is unusual for an RPG, a fast-scrolling 3-D landscape heavily populated with well-drawn monsters. Imaginative and unusual this is a decent introduction to RPGs.
Overall 84%

DR FRANKEN
A banal platformer distinguished only by a particularly irritating control system.
Overall 53%

DUNGEON MASTER
Playing this slow moving dirge of a game is indeed and ordeal in itself, but it's a good conversion of the Atari ST classic with very few frills.
Overall 79%

EQUINOX
Isometric 3-D exploration game similar to *Solstice* on the NES. An excellent adventure with atmospheric graphics.
Overall 89%

EXHAUST HEAT II
A brand new custom chip ensures this is the fastest racing game ever, but sadly handling is a bit off, leading to a repetitive feel.
Overall 74%

EYE OF THE BEHOLDER
Semi sequel to *Dungeon Master*, this game features more puzzles, a larger maze, but most of the same game mechanics. Strictly for D&D fans only.
Overall 82%

F1 EXHAUST HEAT
A cart-saved grand prix to compete in and plenty of tracks make for an engrossing game. Unfortunately it's a bit easy, while both graphics and sonics are bland. Okay-ish.
Overall 69%

F1 GRAND PRIX
An overhead view F1 race game with plenty of realistic detail, but for just one player.
Overall 62%

F1 POLE POSITION
The PAL version of Human Racing gets significantly improved due to a superior control system.
Overall 78%

F1 SUZUKI
This very playable F1 racer has masses of tracks and loads of options, including a great simultaneous two player mode.
Overall 80%

FACEBALL 2000
Ultra successful on the little Game Boy, this 3-D maze shoot-'em-up has been totally up-rated for the Super NES.
Overall 82%

FAMILY DOG
An okayish platformer with graphics which capture TV series quite well. Not much variety though.
Overall 70%

FATAL FURY
A graphically impressive 12Mbit clone of *SFII* which sadly falls short in playability with few combat moves.
Overall 70%

FIFA SOCCER
Apart from Virtual Soccer, this is the best footy game on the Super NES. Produced by EA Sports, FIFA looks and sounds the part, with great player movement and animation, plus a comprehensive list of options. Superb.
Overall 92% GAMER GOLD!

FINAL FANTASY II
The first Super NES Final Fantasy RPG is a ponderous epic. The world is huge, encompassing dozens of villages, castles and so forth, plus many different spells, weapons and characters.
Overall 82%

FINAL FANTASY: MYSTIC QUEST
An FF variant designed as an introduction to RPGs. Good as such, but still rather dated.
Overall 72%

FINAL FIGHT
Final Fight was the first real beat-'em-up to emerge on the Super NES, impressive for its huge sprites, less so for the loss of the coin-op's two player mode.
Overall 77%

FINAL FIGHT 2
12MBits, simultaneous two-player and great sprite graphics. Unfortunately, gameplay is dated with just one attack move.
Overall 79%

FINAL FIGHT GUY
Weird! You'd have thought an upgrade of Final Fight would contain useful additions like two player gameplay, but no, this just gives you another character to choose and makes the game easier.
Overall 70%

FIRST SAMURAI
A novel and pretty platformer, but later levels are disappointing.
Overall 79%

FLASHBACK
An extremely stylish semi-sequel to *Another World.* Rotoscoped animation, slick backdrops and tough puzzles.
Overall 88%

FLINTSTONES
Enjoyable cartoon adaptation with bright and colourful graphics, but uninspired and repetitive gameplay. The board game is an original idea, but the racing sections are by far the worst.
Overall 81%

F-ZERO
One of the first Super NES games and still arguably the best single player racer. The sensation of speed is unrivalled, while competition is tough with 15 tracks and four skill levels.
Overall 91% GAMER GOLD!

GEORGE FORMAN'S KO BOXING
George looks the business in this ring-restrained beat-'em-up, but not enough moves.
Overall 46%

GOOS
An old Amiga classic with no Jap cutesy sprites, just lots of lever pulling puzzles, masses of enemy sprites and a tough challenge
Overall 82%

GOEMAN 2
Incredibly playable Japanese platformer, that is in fact the sequel to Mystical Ninja. Unfortunately, due to a high price tag, Mystical Ninja 2 will never be available over here. Shame.
Overall 89%

GOOF TROOP
An enjoyable, overhead-view arcade puzzler with a good simultaneous two-player mode. A bit too easy though.
Overall 76%

GRAOIUS III
Based on Konami's classic blast-'em-ups, *Gradius III* incorporates all of the features that make for a great arcade game!
Overall 78%

GUNFORCE
This is much along the lines of *Xardian* yet it's all a bit jerky. There are more features, but the playability suffers from poor controls.
Overall 48%

HARLEY'S HUMONGOUS ADVENTURE
An imaginative twist on the platformer format with some intriguing claymation graphical fx.
Overall 79%

HIT THE ICE
A nice looking conversion of a hilarious coin-op with huge sprites engaged in much fisticuffs. But gameplay is shallow and repetitive, animation slow and unconvincing.
Overall 67%

HOME ALONE
Simplistic arcade adventure which makes little use of the Super NES and soon gets irritatingly repetitive.
Overall 49%

HOME ALONE 2: LOST IN NEW YORK
Simplistic arcade adventure which makes very little use of the Super NES and soon gets irritatingly repetitive. If only it were lost in New York!
Overall 51%

HOOK
Very big, very pretty but lacks depth and the controls are awkward. A solid arcade romp.
Overall 79%

HUMANS
Boring Lemmings clone with no of the intracacy of King Arthur's World and also none of the fun. Avoid.
Overall 45%

HYPER V BALL
A neat idea, but not such a hot game, unfortunately. You control a team of men, women or fanatical droids in this horizontally viewed futuristic volleyball sim.
Overall 69%

IMPERIUM
This vertically scrolling shooter has a novel power-up system and plenty of challenge, but graphics are banal and gameplay is more frustrating than enjoyable.
Overall 60%

INCREDIBLE CRASH DUMMIES
Fun for a short while, but soon becomes tedious due to irksome gameplay and a distinct lack of variety.
Overall 63%

INTERNATIONAL TENNIS TOUR
This has a wide range of tournaments and fun, cartoony sprites. Unfortunately, the split-screen two-player mode is a neat idea which doesn't work that well.
Overall 61%

IREM SKINS GAME
An extremely slick golf game. Graphics are good, the control system realistic and complex.
Overall 70%

JAKI CRUSH
Looks great, sounds okay and plays well – although as with real pinball it does get rather repetitive and there could've more than one table.
Overall 76%

JAMES BOND JNR
A cartoon series inspired mix of platforming action and air/sea shoot-'em-up is ruined by dreadful graphics, awful gameplay and weak sound.
Overall 36%

JAMES POND'S CRAZY SPORTS
Eight wild and wacky sports, plus bonus games, sounds like a lot of fun. Unfortunately they're all a bit simplistic. Young children will probably like it.
Overall 63%

JERRY BOY
Wobbly blobs a-plenty in this odd game. Extremely frustrating.
Overall 43%

JIMMY CONNORS PRO TENNIS TOUR
The most realistic tennis sim yet with masses of shots, a huge tournament mode (and passwords), lots of options and five tennis coaches!
Overall 86%

JOE & MAC
This accurate coin-op conversion offers a simultaneous two-player mode with a pair of cavemen jumpin' and boppin' their way across various platforms.
Overall 69%

JOHN MADDEN FOOTBALL '93
A massively improved version of the original featuring an easily grasped control system, plenty of plays, teams and options.
Overall 83%

JUNGLE BOOK
Aladdin took animation and Disney graphics to new limits, but this is simply superb. You almost feel you are in the cartoon, as Mowgli tries to find his parents in one of the best games of the year!
Overall 90% GAMER GOLD!

JURASSIC PARK
An ambitious 16Mbit cart which combines overhead and first-person 3-D perspectives. Can become irritating due to the lack of a save game.
Overall 90% GAMER GOLD!

KAWASAKI CARIBBEAN CHALLENGE
Simplistic, repetitive overhead race game; alternating between motorbikes and jetskis.
Overall 43%

KEVIN KEEGAN PLAYER MANAGER
On pitch action is disappointing, while control icons are obscure. However if you concentrate on the management side this has plenty of intriguing challenge.
Overall 80%

KICK OFF 3
At first we thought this was going to be the biggest turkey of the year, however, hours of play soon showed that it had more depth than any other football game. Perfect for enthusiasts.
Overall 87%

KING ARTHUR'S WORLD
Another *Lemmings* variant, this time set in medieval England with you in charge of troops whose various skills you must exploit to complete 30 levels.
Overall 88%

KING OF DRAGONS
Dire import scrolling beat-'em-up, this reeks of *Golden Axe*, but isn't as playable – we've seen it all before. Yawn.
Overall 53%

KING OF MONSTERS
The beat-'em-up action takes place on a 3-D battlefield, but it's all very dull.
Overall 46%

KING OF THE RALLY
An overhead view makes great use of Mode 7 as you follow the arrows to whiz about maze-like tracks. Fun for a while, but soon becomes dull.
Overall 59%

KONAMI GOLF
Excellent golf game, which almost beats Nintendo's Golf to the top of the showbiz golfing tree. Highly playable and graphically perfect, what more could anyone ask?
Overall 87%

KRUSTY'S SUPER FUN HOUSE
A *Lemmings* variant where you lead rats into a mincing machine! Fun, but graphics and sonics are poor while gameplay fails to equal the game which inspired it.
Overall 68%

LAGOON
Lagoon is similar to the Zelda games, being an adventure full of searching, finding, fighting and, inevitably, dying! It's pretty good, but a little on the slow side.
Overall 83%

LAMBDRGHINI AMERICAN CHALLENGE
The solo-mode is distinguished by a big challenge and the option to gamble with your racing competitors. Two-player mode isn't bad either.
Overall 80%

LAWNMOWER MAN
An ambitious and imaginative conversion of the movie. Nicely detailed platform shoot-'em-up and stunning Mode 7 cyberspace levels.
Overall 85%

LEGEND OF THE MYSTICAL NINJA
An enjoyable mix of varied arcade action and RPG adventuring.
Overall 89%

LEMMINGS
One of the best games of the Eighties has you saving lemmings from their own stupidity. There's 125 levels to complete!
Overall 90%

LETHAL ENFORCERS
Stunning conversion of the popular gun-toting coin-op. This features real plastic guns, but the game is a hefty £75!
Overall 87%

LETHAL WEAPON
All three movies rolled into one five level platformer with plenty of gunplay, but very small sprites and very ordinary backdrops.
Overall 68%

LOST VIKINGS, THE
A huge variety of puzzles to this Lemmings game. Funny, fun and completely addictive.
Overall 92% GAMER GOLD!

MAGIC BOY
A surprise release from JVC, but luckily, a happy one. Magic Boy may not be original by any means, but it's damned good fun – and that's all that matters in this game!
Overall 88%

MARIO'S TIME MACHINE
Educational history lesson with Mario in the hot seat. Find the clues, answer the problems and return famous characters' artifacts.
Overall 78%

MEGA MAN X
Highly disappointing debut of one of the NES' most endearing charactes. This has great graphics, but suffers from hideous slow-down.
Overall 75%

MAGICAL QUEST, THE
Starring the inimitable Mickey Mouse, this is a whooping hit on the SNES. Brilliant cartoony graphics, imaginative and massively varied.
Overall 94% GAMER GOLD!

MAGIC SWORD
Involves much hackin' and slashin', but not too much of the old grey matter. You are basically required to storm a fortress.
Overall 67%

MARIO PAINT
A fairly serious art package with a great intro to composing music thrown in as well. Unfortunately you can only save one picture and the art package lacks tools vital for serious work
Overall 80%

MECHWARRIOR
The official Battletech game has you fighting hordes of giant robots in atmospheric, Mode 7 first person perspective.
Overall 88%

MEGA MAN X
Disappointing Super NES update of the long-running Mega Man series. Tough gameplay is let down by sluggish control response and massive slow-down when the enemies come on screen.,
Overall 75%

MEGA-LD-MANIA
This takes you from Stone Age conflict to the Nuclear age, with masses of challenge and humour. Reasonable gameplay, but it's more about factory production runs than anything else.
Overall 69%

METAL JACKET
There aren't that many truly dreadful platform games on the Super NES, but this is certainly one.
Overall 5%

METAL MARINES
Futuristic strategy war game with you attacking the enemy on various islands. Plenty of hard thinking and energy management, but repetitive and slightly biased towards the computer player.
Overall 74%

MORTAL KOMBAT
The coin-op's digitised graphics have been brilliantly recreated – but it doesn't play as well. All the blood and gore has been censored. Ya boo sucks Nintendo!
Overall 71%

MIGHT & MAGIC II
An efficient conversion of a huge, if somewhat dated PC RPG.
Overall 77%

MONOPLOY
The classic boardgame makes a surprisingly good Super NES game.
Overall 78%

MR NUTZ
It's not that original, but the graphics, sonics and sheer playability are among the best yet seen on Super NES.
Overall 93% GAMER GOLD!

MUSYA
A great build up is let down by a distinct lack of gameplay as you plod through simple surroundings, with poor animation.
Overall 45%

NBA ALL-STAR CHALLENGE
The four sub-games here only use half the basketball court, most being simple variants of one-on-one.
Overall 55%

NBA BASKETBALL
A stunning sim with slick, fast animation, good sound and great playability. All the real players are in there, plus a battery save tournament. Brilliant.
Overall 90% GAMER GOLD!

NBA JAM
Boomshakalaka! This is THE basketball game, superb graphics playability and a stonking four player game. Awesome!
Overall 94% GAMER GOLD!

NFL FOOTBALL
The use of Mode 7 for in-game scaling and rotation is stunning... gameplay isn't.
Overall 62%

NHLPA HOCKEY
Another comprehensive EA sim with masses of stats, rules and atmosphere. It's very playable, but the scrolling is a little sluggish.
Overall 78%

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Looks good with plenty of speed, tracks, password save championship and car modification options.
Overall 74%

NINJA WARRIORS
An above average coin-op-style beat-'em-up, with crisp graphics and some of the most ingenious bosses we've ever seen!
Overall 57%

ON THE BALL
You must guide a marble through various mazes by revolving the maze around the ball and letting gravity pull it down. Great fun, but too easy.
Overall 69%

OPERATION LOGIC BOMB
Overhead-perspective walking, exploring and blasting everything type game. Presentation is slick but the game is too easy, too small and repetitive.
Overall 60%

OUTLANDER
This *Mad Max*-style blaster is two games in one. There's a behind-the-car driving/blasting game and a walking along and blasting game.
Overall 57%

OUT TO LUNCH
The sprites may be small, but the detail is stunning – as is the overly hard difficulty level.
Overall 76%

PAC-ATTACK
Intriguing puzzle game which crosses *Tetris* with *Pac-man* and just about pulls it off. The main difference is that you must eliminate ghosts by sending Paccy in to eat them.
Overall 80%

PAPERBOY 2
Gameplay is simplistic and repetitive, graphics which were once impressive have become terribly banal. Dire.
Overall 34%

PARODIUS
A brilliant shoot-'em-up which just happens to have some of the funniest graphics ever seen.
Overall 88%

PEACE KEEPERS, THE
Average scrolling beat-'em-up with morose graphics, poor sound and a general lack of enthusiasm in the programming. Also called Rushing Beat 3.
Overall 50%

PGA TOUR GOLF
By far the best golf game, *PGA Tour Golf* has lots of courses, options and computer players. Graphics are poor, but still great fun.
Overall 84%

PILOTWINGS
Parachuting and flying light planes, jetpacks, hang-gliders and helicopters may sound 'interesting' but less than compulsive. But Mode 7 is used brilliantly, and gameplay is totally addictive.
Overall 83%

PINBALL DREAMS
Entertaining pinball game with eight-way scrolling and some good tables, but it is somehow very dull and you don't want to keep playing it.
Overall 73%

PINK GOES TO HOLLYWOOD
Great idea – bad game. Pink Panther is bright colourful and funny, and so's the game, but it plays so badly that I doubt you'll ever want to get past the title screen.
Overall 56%

PIT-FIGHTER
One of the greatest beat-'em-ups around is murdered on the Super NES.
Overall 13%

POCKY & ROCKY
Cute, but rock-hard mega-blaster in the Commando mould.
Overall 89%

POP 'N' TWIN BEE
A ton of cuteness, a simultaneous two-player mode and Konami programming should've made this a huge hit. Sadly gameplay is boring and repetitive.
Overall 61%

POPULOUS
A massive game with a thousand levels, ten different worlds and a tough computer opponent.
Overall 77%

POPULOUS II
An attractive update of the original with a much smoother control system. A huge challenge, although it's somewhat repetitive.
Overall 82%

POWERMONGER
Graphically this is one of the Super NES's best wargamer, with some brilliant 3-D landscapes.
Overall 71%

PRINCE OF PERSIA
A classic, boasting superlative animation. 20 big levels need to be completed, with a tight overall time limit and plenty of puzzles to test both your arcade reflexes and your brain cells. Brilliant.
Overall 88%

PUGSLEY'S SCAVENGER HUNT
A superb development of *Addams Family* which looks and sounds good.
Overall 88%

Q*BERT III
A classic coin-op is expanded into a massive challenge, but playability is severely lacking.
Overall 65%

R-TYPE III
Stonking conversion of the classic shoot-'em-up from the Eighties. Graphics are coin-op quality, sound is excellent – and it's b***** hard!
Overall 91% GAMER GOLD!

RAINBOW BELL ADVENTURES
Haven't we all seen something like this before? A standard platform adventure with great graphics, but a bit flat to play.
Overall 72%

RANMA 1/2
The official version has English text, but otherwise this very Japanese, anime-style *SFII* clone is unchanged. Very weird, very funny and very easy.
Overall 68%

REN AND STIMPY
Ultra-weird American cartoon retains much of its style in this imaginative and varied platformer. If only there were more of it...
Overall 77%

RIDDICK BOWE
Thumping boxing simulation, but lacking in gritty realism. No blood and bruises makes for a very boring beat-'em-up. Shame on you, Nintendo!
Overall 83%

RIVAL TURF
Too few combat moves, jerky graphics and not enough challenge. The only good point is the simultaneous two-player mode.
Overall 51%

ROBOCOP 3
Levels are too short and the difficulty setting ridiculously high. New elements such as the overhead view flying sequences are dire to play and the whole project is thorougly misconceived.
Overall 36%

ROCK 'N' ROLL RACING
Awesome rock soundtracks, plus plenty of vehicles, firepower, tracks and planets. A bit repetitive in one-player though.
Overall 90% GAMER GOLD!

ROCKY RODENT
A particularly irksome and mundane entry in the cutesy platformer stakes.
Overall 41%

RUN SABRE
Similar to Capcom's excellent *Strider*, this boasts imaginative levels, lots of action and a good simultaneous two-player mode. Unfortunately, it's too small and far too easy.
Overall 50%

SECRET OF MANA
Great music, brilliant graphics and a huge, fantastic quest. You can even have two friends help out via the Multi-tap option. Undoubtedly one of the best RPGs available.
Overall 88%

SENSIBLE SOCCER
Tiny sprites, but the action is fast, realistic and intelligent. Probably the most sophisticated soccer game ever, but you need a joystick to get the most out of it.
Overall 90% GAMER GOLD!

SHADOWRUN
An incredibly atmospheric and addictive *Blade Runner*-style RPG. The graphics are nicely detailed, the soundtrack great, and the plot brilliantly imaginative. A classic.
Overall 94% GAMER GOLD!

SIDE POCKET
With Championship Pool as its main rival, Side Pocket shine as the best pool game on the Super NES. Great graphics, but slightly dodgy cue action.
Overall 86%

SIM CITY
City planning must be one of the most boring subjects on Earth, in fact very compulsive, the underlying principles are complex, but initially it all seems very simple. Brilliant.
Overall 85%

SIM EARTH
More of an educational experience than a game, this is a very sophisticated program dealing with geology, ecology and evolution.
Overall 80%

SKYBLAZER
Sony's latest platform adventure is similar to Hook (perhaps too similar?), but it plays very well and Ryan thought it was excellent.
Overall 85%

SMASH TENNIS
Sorry Nintendo, but *Smash Tennis* is and always will be the BEST tennis game on the Super NES – bar none. Excellent four player multi-tap option, but loads of courts and moves. Unbeatable!
Overall 94% GAMER GOLD!

SOCCER KID
I don't care what Ocean says, this is a very average game. Nothing special, no frills, just a kid kicking a ball through various worldly levels. Big deal.
Overall 56%

SOS
Surprisingly good Super NES remake of the *Posiedon Adventure* film, where you play one of four characters in this platformer, who must rescue as many people from a capsized ocean liner before it sinks. Great atmosphere!
Overall 88%

SOUL BLAZER
A slick *Zelda* clone and, while it hasn't got the same depth, it is significantly more straightforward and very enjoyable.
Overall 85%

SPACE ACE
Futuristic Dragon's Lair clone with absolutely stunning graphics and a huge varity of levels and tasks. A classic from little known company Empire software.
Overall 86%

SPECTRE
Not as good as it could have been – *Spectre* is a conversion of the Apple Mac smash hit, but in the end it's just too repetitive and gets boring after only a few goes.
Overall 64%

SPIDERMAN AND THE X-MEN
A whole host of superheroes make this attractive for any comics fan. Gameplay is varied and tough, graphics impressive and sound brilliant.
Overall 75%

SPINDIZZY WORLDS
Guide a spinning top through 3-D mazes avoiding the villains, collecting the gems and pressing switches. A massive and very tough test of joypad reactions and brains which you'll either love or hate.
Overall 89%

STAR TREK: TNG
Glorious looking Trekkie game, with 16Mbits of power, but sadly this has all been used with

pretty pictures rather than lasting gameplay. Excellent while it lasts, but we completed it in a day!
Overall 70%

STARWING
The first game to use the Special FX chip is stunning not only for its incredibly fast solid polygon graphics, but also for great gameplay. An unbelievable cart.
Overall 96% GAMER GOLD!

STREET FIGHTER II
What can we say? Eight different fighters to choose from, each with brilliant animation and an incredible wealth of moves fully utilizing every button on the joypad – and then some! It's an excellent and very tough one-player game, an utterly brilliant two-player game.
Overall 93% GAMER GOLD!

STREETFIGHTER II: TURBO
20MBit enhanced version of the above. Graphics and sonics have been toned up, while gameplay benefits from more speed, moves and the option to play as any of the four boss characters.
Overall 96% GAMER GOLD!

STRIKER
Blindingly fast, hugely playable and with real player names, masses of leagues, a stunning indoor mode and lots more, this is a fantastic game. In one player mode rather easy, but two-player mode is unbeatable.
Overall 90% GAMER GOLD!

SUNSET RIDERS
A typically slick Konami conversion of their Wild West coin-op. Imaginative, funny and great fun to play it's marred only by being slightly easy.
Overall 82%

SUPER ADVENTURE ISLAND
This sounds great and doesn't look too bad, but gameplay is irksome with your large sprite coming a cropper all too often. Ugh!
Overall 42%

SUPER AIR DIVER
An Afterburner-style blast-'em-up. A little simplistic, but a variety of weapons, air-to-air and air-to-ground missions provide both variety and a surprisingly realistic feel.
Overall 82%

SUPER BATTLETANK
Great graphics, but the sim-style looks are misleading while gameplay is extremely repetitive.
Overall 54%

SUPER BOMBERMAN
Fantastic in multi-tapped four-player mode, this has you speeding around mazes; dropping bombs to blow up (ex-)friends. In one or two-player mode it's only okay.
Overall 94% GAMER GOLD!

SUPER CASTLEVANIA IV
A great update of the NES series with Simon Belmont running, jumping and whipping his way through huge levels to confront various end-level guardians.
Overall 90% GAMER GOLD!

SUPER CONFLICT
This contemporary war game has 55 scenarios, 46 different types of military hardware and battery back-up.
Overall 70%

SUPER EMPIRE STRIKES BACK
Super Star Wars is reworked with new graphics. A bigger, harder and, marginally, better game. The Mode 7 AT-AT attack is absolutely stunning.
Overall 85%

SUPER GHOULS 'N GHOSTS
There's a multitude of power-ups, hideously imaginative monsters and fantastic settings, including a beautifully drawn sunken ship.
Overall 85%

SUPER JAMES POND
A bright and cheerful platformer with some tongue-in-cheek humour.
Overall 70%

SUPER KICK OFF
Kick Off provided Amiga enthusiasts with endless hours of football fun, now it's got with the same overhead perspective, a whole host of options, leagues, cups and some slick scrolling. Control is a little awkward on joypad though.
Overall 71%

SUPER MARIO ALL STARS
This incredible, 16MBit cart boasts *Super Mario Bros*, *Super Mario Bros: The Lost Levels*, *Super Mario USA* and *Super Mario Bros 3* – the entire NES Mario saga, in fact. Presentation is excellent with brilliantly reworked graphics and sonics. One of the best games ever!
Overall 91% GAMER GOLD!

SUPER MARIO KART
This superb split-screen racer features all your favourite Mario characters as go-karting fiends who you and a friend can control. Good in one-player mode, unmissable in two-player mode.
Overall 94% GAMER GOLD!

SUPER MARIO WORLD
A classic with plenty of detail, cuteness and imagination. The best thing is how you can choose your own path through the game. A too friendly save game option means it won't take too long to complete, but it's an excellent introduction to video gaming, and finding all 96 levels will test any pro!
Overall 92% GAMER GOLD!

SUPER METROID
A contender for best Super NES game ever. *Super Metroid* is massive, full of originality, crammed with great graphics and sounds – quite simply an essential purchase. Highly recommended.
Overall 95% GAMER GOLD!

SUPER PROBOTECTOR
Each of the thrilling levels hold different surprises; platform side-on shoot-ups, a *Return of the Jedi* style biking adventure, and an overhead view Mode 7 zapping sensation all feature to make this a truly classic game.
Overall 90% GAMER GOLD!

SUPER PUTTY
An imaginative platformer with some great puzzle elements and impressive claymation graphics.
Overall 84%

SUPER PUYO PUYO
Better than any other puzzle game except the original *Tetris*, this game has you connecting cute looking blobs of various colours, forming lines of four to crush your opponent. A cracking game!
Overall 93% GAMER GOLD!

SUPER R-TYPE
It looks brilliant and plays well, but while graphical slowdown isn't that bad, going back to the start of a level whenever you die soon becomes tedious.
Overall 74%

SUPER SMASH TV
The game that was originally a super-smash coin-op with unbelievable numbers of on-screen sprites and ear-damaging sound-effects, is now available on the Super NES. Can get repetitive.
Overall 75%

SUPER SOCCER
Once one of the best footie sims, competition from more recent releases has made this seem painfully slow and unsophisticated.
Overall 63%

SUPER STAR WARS
A great soundtrack and the graphic attention to detail generally is astounding. Trench scene is brill too!
Overall 90% GAMER GOLD!

SUPER STRIKE EAGLE
Air-to-air combat is presented sim-style, but soon gets repetitive. More impressive is some stunning Mode 7, scaling the ground around in fun dive-bombing sections. Not bad, but lacking in variety.
Overall 69%

SUPER SWIV
Another vertical scroller with the welcome addition of simultaneous two-player action. Sadly graphics and gameplay are rather dull and unoriginal.
Overall 70%

SUPER TENNIS
A great tennis game, but overshadowed by *Super Family Tennis*. Tough luck Nintendo!
Overall 91% GAMER GOLD!

SUPER TURRICAN
You've got masses of firepower, but while enemies are numerous, there aren't as many mega-monsters as there could be.
Overall 89%

T2: JUDGMENT DAY
The graphics are awful, but this is still surprisingly playable.
Overall 74%

T2: THE ARCADE GAME
A near-perfect coin-op conversion which may lack variety for home use. Very tough and you obviously you need a SuperScope to get the most from it.
Overall 84%

TAZ-MANIA
Hilarious toon-like graphics and fun, if limited gameplay.
Overall 88%

TEST DRIVE II: THE OUEL
In truth not all that stunning to look at, but the realistic setting – four American highways with police, tunnels and on-coming traffic!
Overall 85%

TIME SLIP
A sadly underpowered clone of *Super Probotector*.
Overall 54%

TIME TRAX
What a surprise – a platform game that is actually quite good as well! *Time Trax* borrows heavily from *Super Probotector*, but still remains original. Definitely worth a look.
Overall 81%

TINY TOONS
A masterpiece with cutesy sprites and great gameplay which besides brilliantly varied platform levels packs in a fun American Football game!
Overall 95% GAMER GOLD!

TOP GEAR
Superb, fast single or split screen racer.
Overall 89%

TOP GEAR 2
A slick development of the original game with better graphics and more depth.
Overall 82%

TOTAL CARNAGE
One of the fiercest, fastest and most challenging shoot-'em-ups around.
Overall 83%

TOYS
A duff movie and a worse game.
Overall 52%

TRODDLERS
Neither as cute nor addictive as *Lemmings*, this game is still fun, scoring particularly well with the two-player modes.
Overall 71%

TROLLS
Yes, it's cute, but does that make it a good game? The answer is undeniably... yes! *Trolls* is fast and fun, but older players may find it is appealing to a much younger age group.
Overall 85%

TURN & BURN
Beautifully presented and realistic Top Gun fantasy, but marred by the old Absolute Bugbear – a lack of challenge and originality. Good for a while though...
Overall 75%

TURTLES IV: TURTLES IN TIME
Highly impressive cartoon platform beat-'em-up.
Overall 90% GAMER GOLD!

TURTLES V: TOURNAMENT FIGHTERS
An *SFII* clone with funnier characters, a story mode and great playability. Not quite as sophisticated as *SFII*, but close.
Overall 82% GAMER GOLD!

ULTRAMAN
A below average one-on-one beat-'em-up. Graphics are mediocre and the enemies hold no surprises.
Overall 31%

UN SQUADRON
Graphically impressive with nicely varied levels, a choice of aircraft, plenty of power-ups and atmospheric sound. Highly recommended for shoot-'em-up fans.
Overall 93% GAMER GOLD!

UTOPIA
Play God in this futuristic version of Populous. Space ports, energy stations and sports centres are all you need to keep the people happy. Enjoyable only to Sim City freaks.
Overall 85%

VEGAS STAKES
Poker, Craps, Roulette, Blackjack and Slot Machines are well implemented with slick presentation allowing you take your winnings from one game to another on your quest to break each casino's bank.
Overall 60%

VIRTUAL SOCCER
Overhead, angled and side-on perspectives are on offer here, along with surprisingly in-depth gameplay. Battery back-up saves customised teams.
Overall 93% GAMER GOLD!

WARPSPEED
A banal remix of Star Raiders. Mode 7 produces some stunning graphics, but the gameplay is strictly antique.
Overall 69%

WAYNE'S WORLD
Plenty of humour and some good if ultimately irritating samples fail to save this mediocre platformer.
Overall 51%

WORLD CUP STRIKER
Technically brilliant, but strangely similar to the original *Striker*, the World Cup version has battery back-up and more options. Only worth a look if you haven't got *Striker*.
Overall 82%

WE'RE BACK
An overly easy, but still quite playable platformer based on a Spielberg-produced cartoon about cutesy dinosaurs.
Overall 58%

WING COMMANDER
Classic space opera with 30 plus missions, asteroids, enemy fighters, freighters and huge battleships.
Overall 80%

WING COMMANDER: THE SECRET MISSIONS
Virtually identical to the original, but with a better scenario, more ships on screen and an easier (too easy!) skill setting on offer.
Overall 85%

WINTER OLYMPICS
Dire sport game based on the events in Lillehammer. Sad graphics, sound and dodgy collision detection on the events mean you won't ever want to play this again.
Overall 46%

WOLFENSTEIN 3D
A truly stunning, first-person perspective puts you in a stormtrooper-packed Nazi fortress. Action is fast and furious, albeit somewhat repetitive.
Overall 80%

WORLD CUP USA '94
Well designed and extremely playable footy sim from the licence masters. Not as good as *FIFA* or *Virtual Soccer*, but a close third, and more suited to those who love loads of options.
Overall 85%

WORLD HEROES
A good *SFII* challenger with an imaginative set of characters, but not enough moves or challenge.
Overall 72%

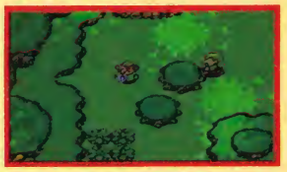
WWF: ROYAL RUMBLE
A big (16MBit) improvement over the original: more characters, more moves and a tournament mode.
Overall 79%

XANDRA'S BIG ADVENTURE
An incredibly weird platformer with lots of levels and variety.
Overall 82%

YOSHI'S COOKIE
A rather simplistic and easy puzzle game which will appeal mostly to young kids. Two-player game is good though.
Overall 76%

YOSHI'S SAFARI
A pretty and playable light gun blast-'em-up aimed at youngsters – with a difficulty level to match.
Overall 80%

ZELDA III: A LINK TO THE PAST
An RPG for everyone; easy to get into, plenty of action and lots of challenge. A classic.
Overall 95% GAMER GOLD!



ZOMBIES
A hilarious overhead shoot-'em-up cum maze game, with splendid graphics inspired by wacky 1950s B-movies. Great fun, especially in two-player mode.
Overall 87%

NES

A BOY AND HIS BLOB
Tedious, boring platform adventure from veteran programmer David Crane.
Overall 25%

ACTION IN NEW YORK
Dire shoot-'em-up with nothing to redeem itself. Yuck.
Overall 51%

ADDAMS FAMILY
Standard platform action in this conversion of the Super NES game. Good challenge, but boring to play.
Overall 74%

ADVENTURE ISLAND 2
A slightly playable platform game, but generally unremarkable.
Overall 64%

ADVENTURES IN MAGIC KINGDOM
Kiddish Disney fun that's far too easyto be worth buying.
Overall 47%

ADVENTURES OF LINK
Timeless adventuring masterpiece that should be a valued possession of any adventure lover.
Overall 93% GAMER GOLD!

ADVENTURES OF LOLO 2
A fiendish puzzle game that will keep you engrossed for hours, providing you get past level three, which seems to be the hardest one.
Overall 77%

AIRWORF
Boring flight sim type game, you will not want to find this in your stocking.
Overall 39%

ALFRED CHICKEN
Enjoyable, if occasionally frustrating platform game, which boasts some amusing graphics and humorous touches.
Overall 80%

ALIEN 3
Badly defined graphics make this an eyesore, but quite playable if you stick with it.
Overall 75%

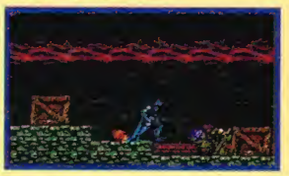
BAD DUDES VERSUS ORAGON NINJAS
Laughable beat-'em-up which can be completed by repeatedly performing the same move over and over again. Far too easy.
Overall 21%

BALLOON FIGHT
Two player coin-op conversion where you must pop each other's balloons whilst avoiding the opponent. Great fun, says Keith.
Overall 70%

BARBIE
This game is so bad I'd rather play with the doll.
Overall 15%

BART VS THE WORLD
Not as good as *Space Mutants* and highly Americanised. Complete various little puzzles and travel across the globe.
Overall 60%

BATMAN
One of the best platform games ever released on the NES, brilliant graphics totally capture the atmosphere and feel of the *Batman* legend.
Overall 91% GAMER GOLD!



BATMAN II: RETURN OF THE JOKER
Another good Batman tie-in, not quite as good as the original though.
Overall 78%

BATMAN RETURNS
Better than average beat-'em-up which follows the film closely.
Overall 76%

BATTLE OF OLYMPUS
Good brain-bending adventure, watch out for the collision detection though.
Overall 75%

BATTLETOADS
Good varied arcade action, colourful graphics and very playable.
Overall 81%

BATTLETOADS & DOUBLE DRAGON
More beat-'em-up action from the two groups. A good game, but very similar gameplay to original *Battletoads* game.
Overall 79%

BAYOU BILLY
Terrible beat-'em-up which flickers so badly, the characters disappear!
Overall 35%

BIONIC COMMANDO
Mighty arcade conversion which looks good, plays even better and offers one of the best challenges on the NES.
Overall 90% GAMER GOLD!

BLACK MANTA
Average beat-'em-up which boasts a huge amount of special moves, unfortunately it plays very badly indeed.
Overall 48%

BLADES OF STEEL
Best Ice hockey game on the NES, very fast, very playable, loads of difficulty levels and a two-player mode. Excellent.
Overall 85%

BLASTER MASTER
A mixture of platforms and top-down views encorperated into gameplay comprising of arcade and strategy elements make this a curious game, worth a go.
Overall 66%

BLUES BRDTHERS
Dire platformer with no appeal, no singing and dancing, and no John Belushi!
Overall 39%

BLUE SHADOW
All out platform blast, good graphics but gameplay is a bit bland, a bit more variation on what you can do and it could have been a winner.
Overall 74%

BOULDER DASH
A brilliant puzzler which is addictive, incredibly playable and has loads of levels. If you like puzzlers you will worship this!
Overall 83%

BUBBLE BOBBLE
Classic platform coin-op where you play a dragon who uses bubbles to trap the enemies and then pop then for massive points. Utterly compulsive two player action.
Overall 91% GAMER GOLD!

BUBBLE BOBBLE 2
More of the same from the bubble-blowing dragons from the planet cute. More levels, more fun?
Overall 82%

BUCKY O'HARE
Slick, colourful platformer which plays well, but not quite a classic.
Overall 79%

BUGS BUNNY'S BIRTHDAY BLOW-OUT
Well drawn characters and playable. Great fun for a four year old, but so very, very easy.
Overall 45%

BURAI FIGHTER
Forgettable shoot-'em-up. Very colourful lots of interesting bosses, but too ordinary.
Overall 65%

CAPTAIN PLANET
Very colourful platform blast that is a bit too difficult and fiddly.
Overall 38%

CAPTAIN SKYHAWK
Interesting shoot-'em-up viewed from a 3-D angle which works quite well, fairly easy so not much challenge though.
Overall 70%

CASTLEVANIA III
A step back in time to the original *Castlevania*, an average platform game which is similar to the Super NES version, but without the frills!
Overall 71%

CRACKOUT
Pretty sad *Breakout* clone, it's a shame this type of game can still rear its ugly head.
Overall 38%

DARKWING DUCK
Good graphics, fine sound and the playability is right there too. Let down by a lack of originality.
Overall 82%

DAYS OF THUNDER
This has to be the worst racing game ever to grace the NES. Awful graphics and sound, coupled with no playability, combine to create a most horrifying experience.
Overall 9%

DEFENDER OF THE CROWN
A great strategy game with loads of different sub games. Everything slots into place to create a very worthwhile game.
Overall 80%

DENNIS
Similar to *Home Alone* on th Super NES and just as annoying.
Overall 44%

DIGGER T ROCK
One of the all-time great NES games with plenty here for everyone. Worth a look at a lower price.
Overall 84%

DONKEY KONG
Sad and wasted effort at reviving a long forgotten coin-op that nobody cares about, except that it had Mario in one of his first appearances.
Overall 31%

DOUBLE DRAGON
Good graphics, wide range of moves and some really challenging gameplay make this a beat-'em-up with attitude.
Overall 79%

DOUBLE DRAGON II
Even more moves and even more levels, but it's slightly easier than the first game. Two player option is a worthy addition.
Overall 75%

DOUBLE DRAGON III
This is one helluva tough game. A lot of moves, but some are difficult to pull off. Definately not as playable as *Double Dragon* or *Double Dragon 2*.
Overall 60%

DOUBLE DRIBBLE
The closest thing to *NBA Jam* on the NES. Two player game is great fun and it's even worth playing on your own, get this if you want the best Basketball game for your NES.
Overall 88%

DRAGONS LAIR
The old arcade classic converted into a platform game. Appalling control method drags it down but fun for a while.
Overall 63%

DR MARIO
A good puzzle game which obviously draws it's inspiration from *Tetris*. Stunning in two player mode.
Overall 76%

DROPZONE
Brilliantly converted from the arcade archives. This is immensly playable and totally addictive. A golden oldie.
Overall 89%

DUCK HUNT
Shoot the ducks with the zapper gun. It really is as boring as it sounds. This cart is best used to put hot cups on and avoid rings on the furniture.
Overall 49%

DUCK TALES
It's got all the characters from the cartoon. The graphics are excellent, but it suits a younger audience.
Overall 81%

DUCK TALES 2
Similar to the original, lots of secret rooms, lots of cute characters and just as easy.
Overall 75%

ELIMINATOR BOAT DUEL
There aren't many speedboat games around and if this is anything to go by, there should be more. It's full of action, playability and jolly good fun to!
Overall 83%

ELITE
One of the all-time classic game of all time. Space trading adventure with vector graphics and over 8,000 planets to explore!
Overall 96% GAMER GOLD!

EMPIRE STRIKES BACK, THE
Good all round game featuring some original flying sections but very difficult platform sections.
Overall 78%

EXCITEBIKE
Totally awful racing game. It really does show its age, with jerky graphics, gurgling sound effects and minimal playability. Blergh!
Overall 28%

FANTASTIC ADVENTURES OF DIZZY
Early Codemasters game which features an egg with arms and legs as a hero. Collect the objects and rescue your girlfriend!
Overall 88%

FAXANADU
Adventure which is well worth playing. Good taxing puzzles, loads of weapons massive play area and a password save system.
Overall 77%

FELIX THE CAT
Good platform romp with Felix rescuing his girlfriend Kitty from the clutches of the professor. Not as good as the Game Boy version.
Overall 70%

FESTER'S QUEST
Totally crap overhead adventure shoot-'em-up based loosely on the Addams Family. Avoid like the plague.
Overall 34%

FLINTSTONES
Standard platform game, but Fred and Co are well drawn and convey a lot of the cartoon's atmosphere. It plays well to and is full of Stoneage mayhem.
Overall 81%

FOUR PLAYER TENNIS
Sluggish tennis game which boasts few options apart from the four player game, obvously.
Overall 68%

GALAXY 5000
Original space racing game, which boasts some fast-paced, seat of the pants excitement.
Overall 74%

GARGOYLES QUEST II
Fiddly platform adventure, good graphics and large play area, but grossly unplayable and hugely dull.
Overall 59%

GAUNTLET II
Accurate conversion of the cult arcade game, loads of levels and loads of orcs, pixies and demonic things.
Overall 80%

GOAL!
Oh dear, a sad piece of soccer software, enough to reduce Vinny Jones to tears.
Overall 35%

GODZILLA
Monster cock-up of a game, the whole game is a mess. The joke is that this may be the forerunner of *Ultraman* on the Super NES.
Overall 19%

GRADIUS
An extremely competant blasting game in the R-type mould, fast, playable and damn good fun!
Overall 80%

GREMLINS II
This may be old, but as shoot-'em-ups go, this is original, playable, colourful and a fine piece of software. If only it had pictures of Phoebe Cates on the inlay...
Overall 85%

GUMSHOE
Dust off the zapper gun and have a go on this – you won't want another.
Overall 41%

HIGH SPEED
Sparky little pinball game which probably the best of it's kind on the NES.
Overall 73%

HOGAN'S ALLEY
The best zapper gun game out. Shoot the baddies, but don't shoot the civilians. A kind of primitive *Lethal Enorcers*.
Overall 70%

HOOK
Follows the film quite well, but lacks the style required to make it a classic.
Overall 71%

HUNT FOR RED OCTOBER
Apalling game of the film, which has to be one of the worst shoot-'em-ups ever.
Overall 24%

HYPER SOCCER
Miserable soccer game, which offers no lasting appeal.
Overall 51%

IKARI WARRIORS
Commado-style game with enough challenge to keep most players happy, but doesn't look that good.
Overall 68%

IRONSWORD
Good platform adventure, with loads of levels, spells and other goodies. Worth playing.
Overall 83%

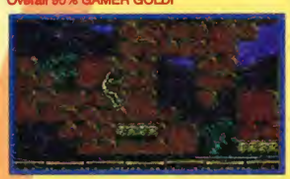
ISOLATED WARRIDR
Wierd 3-D shoot-'em-up, which is as boring as *Newsnight*.
Overall 37%

JACK NICKLAUS GOLF
Bad golf game, avoid if possible, playing this has a similar feeling to being stuck in a bunker all night.
Overall 55%

JACKIE CHAN'S KUNG-FU
Good action packed beat-'em-up which is full of moves, has great playability and clear well drawn graphics.
Overall 83%

JIMMY CONNORS
One of the best, if not THE best tennis game on the NES. Fast, playable and the two player is damned addictive. Get it today if you want to win at Wimbledon.
Overall 87%

JUNGLE BOOK, THE
Superbly playable platform romp with faithful Disney cartoon graphics and animation. Definitely one of the best games on the NES.
Overall 90% GAMER GOLD!



JURASSIC PARK
Above average film conversion. which offers plenty of playabilty. The T-Rex is best!
Overall 74%

KABUKI QUANTUM FIGHTER
Possibly the only game character ever to use his hair as a weapon. Good game though, well worth checking out.
Overall 79%

KICK OFF
Playable, but very easy football game. Not the classic it was on other consoles.
Overall 59%

KID ICARUS
Boring and repetitive platform game. Not as good as Darkwing Duck.
Overall 61%

KIRBY'S ADVENTURE
The ultimate platform game for your NES. Loads of secret rooms, tons of special abilities, this is hot, this is very hot.
Overall 92% GAMER GOLD

LEGEND OF ZELDA
The original adventure for the NES is very challenging and features a huge play area. It has stood the test of time.
Overall 85%

LEMMINGS
Not quite as good as on other formats, let down by inaccurate cursor control.
Overall 65%

LIFE FORCE
Excellent shoot-'em-up, better than Gradius and with a stonking two player mode.
Overall 81%

LITTLE NEMO: DREAM MASTER
Great platform game which gives the player the chance to become a bee, gorilla and a frog. There's not many games that give you that opportunity!
Overall 86%

LOW G MAN
Another average platform game, doesn't really hold anything new or appealing, but it is playable.
Overall 72%

LUNAR POOL
Abstract pool game which gives the player the chance to play on a frictionless table?!
Overall 71%

MANIAC MANSION
Wacky adventure game that needs a chain saw to gain full marks.
Overall 80%

MARBLE MADNESS
You must guide the marble through six short levels. A conversion of the coin-op. Good fun, but far too short.
Overall 80%

MARIO & YOSHI
Puzzle game which will appeal to kids.
Overall 70%

MARIO IS MISSING
Educational game, which is still great fun if your not too hot on geography and are willing to bury your pride.
Overall 75%

MEGA MAN
Excellent platform game with loads of weapons and plenty of variety.
Overall 85%

MEGA MAN II
Good platform game with loads of weapons and plenty of variety.
Overall 82%

MEGA MAN III
Challenging platform game with loads of weapons, a bit unoriginal though.
Overall 78%

MEGA MAN IV
Average platform game with loads of weapons and... Oh, it's the same as all the others. Well, whaddya know?
Overall 70%

METAL GEAR
Good stategic adventure, you need to think and you need to shoot.
Overall 87%

METROID
Massive arcade adventure, that will keep you enthralled. Definately one for committed gamesplayers.
Overall 68%

MIG 29
Playable shoot-'em-up from the Cody's. Nice graphics and a neat refueling section makes this a reasonable purchase.
Overall 80%

MISSION IMPOSSIBLE
Gauntlet style action with a few puzzles and twists thrown in for good measure.
Overall 60%

MONSTER IN MY POCKET
Platform game where you run around and kill things. Good fun though, pretty easy too.
Overall 75%

NEW GHOSTBUSTERS 2
The second game of the film, but really not worthy of purchase.
Overall 51%

NEW ZEALAND STORY
This old peach has been around for a while on most formats and it's just as good on the NES.
Overal 74%

NOAH'S ARK
Biblical blockbuster that stars Noah. Whatever next, The story of Moses or The adventures of Adam and Eve in Jelly World?
Overall 40%

NORTH & SOUTH
Part strategy, part beat-'em-up, this has you fighting Confederates and Yankees in the America Civil War. Good fun, but only for a while...
Overall 59%

OPEN GOLF TOURNAMENT
Superb golf game, a choice of three courses, different tournaments and save stats. It's all there and it has to be bought.
Overall 91% GAMER GOLD!

OPERATION WOLF
Average shooting game, converted from the arcade. It never really worked with the zapper gun and the graphics come from the house of sad.
Overall 61%

PAC-MAN
What a good idea, convert an ancient 'classic' onto the NES and charge £25 for a 14 year old game. You could practically buy the coin-op for that price.
Overall 60%

PAPERBOY
Lamentable arcade conversion that will appeal only to paperboys, and then only if they're workaholics.
Overall 30%

PAPERBOY 2
Twice the game the original was, more streets, more obstacles, but still quite sad.
Overall 60%

PARODIUS
Playable shooter that is quite similar to the Super NES version, well worth a few quid.
Overall 81%

PINBOT
A pinball game which is bouncy and playable, but not quite in the same league table as *High Speed*.
Overall 71%

PIRATES
Brilliant swashbuckling Caribbean adventure; combining strategy and arcade action and a multitude of other elements to make this an absolute must.
Overall 93% GAMER GOLD!

POPEYE
A waste of a cartoon licence and one of the NES' worst platform games. Needs to eat a lot more spinach!
Overall 35%

POWERBLADE
In this platform waltz, you have to kill things, then run along a bit more and kill something else – it's unoriginal, but it has got style.
Overall 77%

PROBOTECTOR
One of the better platform games around, it's difficult, but it boasts some meaty bosses and addictive gameplay.
Overall 87%

PROBOTECTOR 2
Much the same as the original *Probotector*, but then if you've got great gameplay, why change it?
Overall 85%

PUNCH OUT
Boxing at its best. This is a storming game, loads of boxers with some incredible special moves – a steal at its new bargain price.
Overall 90% GAMER GOLD!

RAD GRAVITY
Moody space-age adventure, with some great humour and taxing puzzles. It's a big one too – you won't complete this in a hurry.
Overall 85%

RAINBOW ISLAND
Simple arcade game that just keeps you playing and playing. The only game ever to use rainbows as weapons!
Overall 88%

RC PRO AM
Excellent conversion of the Game Boy isometric racer. Very fast and great realistic handling of the cars.
Overall 82%

RC PRO AM 2
Even better than the real thing! This sequel features a four player mode and even more challenge than before.
Overall 88%

RESCUE
Original strategy game; giving you the chance to take on a SAS kind of role and rescue some hostages.
Overall 69%

RESCUE RANGERS
This platform game is far too easy. The current record for completing it is about 40 minutes. Strictly for the gamelings.
Overall 64%

ROAD FIGHTER
If you buy this you are either certifiable, or your hobby involves collecting horrendously bad games. Hueyuuughhhhhhhhhh!
Overall 5%

A-Z OF GAMES

ROBOCOP
One of the better film licenses, a good job has been made in making this playable and visually pleasing.
Overall 80%

ROBOCOP 2
A bad control method lets this down, unfortunately Robocop tends to slide around like he is on ice scates.
Overall 65%

ROBOCOP VS TERMINATOR
Appaling platform game, bad collision detection and extreme difficulty make this a definate no no.
Overall 32%

RODLAND
An extremely playable arcade game, great with two players.
Overall 85%

ROLLER GAMES
This is fairly original I guess. Well it's the only beat-'em-up on roller scates and quite playable too.
Overall 72%

SHADOWGATE
An icon driven adventure, which is more like the old graphical adventures originally found on the Spectrum, still it's worth solving.
Overall 63%

SHADOW WARRIORS
Platform based action which is enjoyable, but difficult.
Overall 78%

SILENT SERVICE
If you play this you will get a sinking feeling. Hopefully the only submarine simulation that will ever be released on the NES.
Overall 33%

SIMON'S QUEST
Fine adventure set in Transylvania, you play the part of Simon Belmont, your quest is to kill Dracula. Enthralling game which will appeal to adventure buffs.
Overall 87%

SIMPSONS
What a surprise, the game is as good as the cartoon. Features all the characters and some very challenging gameplay.
Overall 91% GAMER GOLD!

SKI OR DIE
Strange game featuring a host of snow-related activities, including snowball fights and leaping over log cabins.
Overall 67%

SMASH TV
Hit coin-op conversion, great graphics, no slow-down and plenty of carnage for all the family.
Overall 90% GAMER GOLD!

SNAKE, RATTLE 'N ROLL
The complex challenges in this isometric insect-'em-up are compelling enough, add great graphics, sound and some fiendish problems and you've got a winner.
Overall 92% GAMER GOLD!

SNAKE'S REVENGE
Sequel to Metal Gear which is more platform based and not as good as the original.
Overall 78%

SOLAR JETMAN
Pilot a very controllable spacecraft through barren planet caverns, in the search for the golden spaceship. Original, playable and only £9.99! Bargain of the month!
Overall 94% GAMER GOLD!

SOLSTICE
3-D isometric adventure with over 250 rooms, perspective can be misleading but it's a fine game, great title music also.
Overall 90% GAMER GOLD

SPIDER-MAN AND THE X-MEN: RETURN OF THE SINISTER SIX
A worthy Marvel conversion, standard platformaction with few frills.
Overall 71%

SPY VS SPY
You play Black or White, and the idea is to kill each other off with bizarre booby traps. Based on the MAD magazines.
Overall 87%

STAR TREK
Faithful adaptation of the classic Sixties Sci-Fi series. Good plots, but too short. Needs a bigger sequel. Ask Andy McDermott for ideas, Konami!
Overall 88%

STAR WARS
One of the best platform adventures around. Follows the film plot scene for scene almost and features some great flying sections as well.
Overall 91% GAMER GOLD!

STEALTH ATF
An abysmal attempt at a flying game, a real bogey.
Overall 29%

STREET GANGS
Average beat-'em-up with interesting weapons and secret routes to the bosses. Not well known.
Overall 69%

SUPER JAMES PONO
Very cutesy game which is colourful, playable and good fun.
Overall 80%

SUPER MARIO BROS
The game which launched Nintendo to stardom, plays like Bryan Cant, graphics are a bit dated though.
Overall 85%

SUPER MARIO BROS II
A good game, but doesn't really live up to previous standards, weakest of the Mario series.
Overall 80%

SUPER MARIO BROS III
The best platform game ever on the NES, superb playability, secret rooms galore and loads of levels – the ultimate in entertainment.
Overall 96% GAMER GOLD!

SUPER OFF ROAD
Good top down racing game, fast, but slightly uncontrollable.
Overall 77%

SUPER SPIKE VOLLEYBALL
Good volleyball game, featuring lots of moves, quite easy though.
Overall 83%

SWORD MASTER
Fairly standard platfrom adventure, tends to become very tedious after a short while.
Overall 68%

SWORDS AND SERPANTS
Different angle on the adventure game, which some people find entertaining, but others detest.
Overall 45%

T2: JUOGEMENT DAY
One of the best NES film conversions. Arnie is mean, and there are plenty of explosions and levels to satisfy even the most ardent war freak.
Overall 85%

TALESPIN
Very hard platform shooter, good graphics but unplayable really.
Overall 62%

TECMO WORLD WRESTLING
Awful wrestling game, that looks a mess and plays even worse.
Overall 51%

TETRIS
Overwhelmingly addictive puzzle game that grabs you and won't ever let go.
Overall 86%

TETRIS 2
Not enough variation on the original *Tetris* to put this in the same boat, but the two player game is worth a go.
Overall 75%

TINY TOON ADVENTURES
Cute platform larks, very repetitive though, but pleasant enough to play.
Overall 80%

TMHT
The turtles made their NES debut in this platform game. Features all the characters and is very, very hard.
Overall 73%

TMHT 2
Much more of a beat-'em-up in the *Final Fight* mould, an improvement on the first game.
Overall 79%

TOM & JERRY
Cartoon capers abound in this average cartoon tie-in.
Overall 69%

TOP GUN 2
Oh dear, another miserable flying game.
Overall 40%

TOTALLY RAD
Outer space is the playground for this cosmic platformer, quite difficult and dull.
Overall 65%

TRACK AND FIELD II
Superlative sports action with lots of events and plenty button abuse.
Overall 89%

TROG
Easy to get into Pac-Man clone with Stone-Age graphics. Still fun, though.
Overall 72%

TURBO RACING
Good racing game that is worth perserving with. Go through a whole season and then the challenge of improvement will grab you.
Overall 82%

ULTIMATE COMBAT
This is the nearest you'll get to a good flying game on the NES.
Overall 79%

ULTIMATE STUNTMAN
Playing – yes! – a stuntman, you battle your way through tough and varied stages to defeat Doctor Evil. Good, satisfying fun.
Overall: 82%

WILD GUNMAN
Another zapper gun game. Good fun with a few friends, but will soon lose its appeal.
Overall 60%

WIZARDS & WARRIORS III
Long-winded RPG with loads of battles, spells and dungeons to pillage. A great time was had by all.
Overall 79%

WORLD CUP
The amount of bad football games on the NES is bolstered by this lame product. The humour may appeal though and there are some curious special kicks.
Overall 38%

WWF
Wrestling games will never work on an 8 Bit machine, this proves it.
Overall 40%

YOSHI'S COOKIE
Neat puzzle game very much in the *Tetris* niche. Two player game is it's strong point.
Overall 84%

ZELDA II: ADVENTURES OF LINK
Easily one of the best RPGs of all time, deepite the simple graphics, Zelda II is a worthy addition anyone's collection. Get it, if you haven't got it.
Overall 95% GAMER GOLD!

GAME BOY

ADVENTURE ISLAND
Standard platformer which fails to shine, dull graphics and duller gameplay make this one to avoid
Overall 67%

ALFRED CHICKEN
Wacky platform/puzzle game involving the only video game character ever to run for Parliament. Addictive gameplay, but it soon becomes annoying.
Overall 78%

ALIENS VS PREDATOR
Sad film licence with some of the worst graphics we've ever seen. The predator looks like Bernard Breslaw and moves with all the ancient grace of Bella Emberg! Don't "stick around."
Overall 54%

ALLEYWAY
Breakout clone which is so basic it makes bangers and mash look sophisticated. It was a launch title and really does show its age.
Overall 38%

ASTERIX
Very average all round. Nothing there to keep you playing more than a couple of hours.
Overall 65%

ALIEN 3
Brilliant game which conveys the creepy, scary atmosphere of the film. Top view of the corridors and loads of aliens make it a must for any Game Boy owner.
Overall 92% GAMER GOLD!

BALLOON KID
An old platform game where you fly along with a couple of balloons avoiding spikes and other obstacles. Very good considering its age.
Overall 83%

BARBIE
Awful, grotesque platform game. The graphics are a mess, the gameplay shocking, and anyone that wants to play the part of a doll is strange...
Overall 23%

BART SIMPSON – ESCAPE FROM CAMP DEADLY
Platformer which is fairly difficult and pretty boring too. Good graphics, lots of characters from the cartoons, but very average.
Overall 67%

BART VS THE JUGGERNAUTS
Weird title and very weird collection of mini games. Quite original and worth trying.
Overall 82%

BASEBALL
Excellent sport simulation, which includes link-up option. Lots of playability and a must for any mobile baseball fan.
Overall 81%

BATMAN
A mix of platform and shoot-'em-up action which ties together very nicely for an all-round entertaining product.
Overall 80%

BATMAN – RETURN OF THE JOKER
Platformer which creates some very atmospheric gameplay and graphics. Big sprites and good animation make it a worthwhile purchase.
Overall79%

BATMAN – ANIMATED SERIES
Another Batman romp which is fairly playable, but ultimately too repetitive to hold any lasting appeal.
Overall66%

BATTLESHIPS
A pen and paper is a lot cheaper, really, what is the point?
Overall 29%

BATTLETOADS
Good mixture of platform beat-'em-up, bike racing and other highly playable elements. Great graphics hold the game together.
Overall 90% GAMER GOLD!

BEST OF THE BEST
Unplayable, blocky graphics and very few characters. Only buy this if you are desperate.
Overall 45%

BIONIC COMMANDO
Classic platform game, which lives up to the quality of the NES version and includes all new levels.
Overall 91% GAMER GOLD!

BLADES OF STEEL
A really fast ice skating game, including many options and difficulty levels. A must for ice skating fans.
Overall 88%

BLUES BROTHERS
Awful platformer which does little justice to the legend of the Blues Brothers.
Overall 32%

BOULDERDASH
Intriguing puzzle game which is both taxing and very addictive. Highly recommended for those who like thinking.
Overall 90% GAMER GOLD!

BOMBJACK
Classic arcade game, which suffers a little bit on the Game Boy due to its high speed nature which is not really suited to the screen.
Overall 71%

BOXXLE
Mind-bending puzzle antics will keep you glued to your Game Boy. This is very difficult, but worth playing on a rainy day.
Overall 80%

BUBBLE BOBBLE
Very faithful to the arcade original. Sublime gameplay and cheery cute graphics make this stand out as a worthwhile purchase.
Overall 78%

BUBBLE GHOST
Strange puzzle game requiring the player to guide a bubble through some perilous courses.
Overall 65%

BUGS BUNNY
Monotonous puzzle game with bland graphics and dull gameplay.
Overall 34%

BURAI FIGHTER DELUXE
Was pretty stylish when it was released a couple of years ago, but as shoot-'em-ups go, it's looking a bit dated and the gameplay suffers from repetitiveness.
Overall 70%

BURGERTIME DELUXE
Simple, yet playable. The graphics look like something that's been knocked up on an etch-a-sketch, but it's a real dream to play.
Overall 75%

CASTLEVANIA
Tricky platformer that you won't complete in a hurry. Good graphics and challenging gameplay make this one to consider.
Overall 71%

CASTLEVANIA II
Much the same as the first one. This includes a few more ideas though, just as difficult however and great fun.
Overall 79%

CAESAR'S PALACE
Just like being in Vegas, you can just smell the money and expect to see cash pouring out the microphone every time you win. Not!
Overall 54%

CHASE HQ
Handles like a horse and cart in the Indy 500. Horrible graphics – a real disaster unfortunately.
Overall 23%

CHESSMASTER
The ultimate chess game. Everything you ever wanted from a chess computer. The computer opponent often verges on genius. It's an excellent learning tool also.
Overall 91% GAMER GOLD!

CHOPLIFTER II
Quality arcade action. Rescue the soldiers on various different landscapes. The graphics are dull, but the gameplay makes up for it. It takes addictiveness to new boundaries.
Overall 85%

COOL SPOT
Incredibly proficient platform game from virgin – a conversion of the hit Mega Drive and Super NES games. Animation is fantastic but it does suffer from speed blur.
Overall 86%

CRASH DUMMIES
Original collection of sub-games cobbled together to produce a very enjoyable off-the-wall product.
Overall 88%

DARKWING DUCK
Great cartoon platformer. Excellent graphics and animation coupled with the challenging gameplay produce a game which is hard to ignore.
Overall 82%

DIG-DUG
The graphics are nothing special, but the gameplay makes it worth buying if you fancy a classic arcade title.
Overall 81%

DOUBLE DRAGON
This is what platform beat-'em-ups are all about. Pure quality, I can't recommend it enough.
Overall 90% GAMER GOLD!

DOUBLE DRAGON 2
More levels than the original but the gameplay suffers slightly, still a great action product.
Overall 87%

DR FRANKEN
Swanky, moody platformer with lovely graphics, great humour and involving gameplay.
Overall 90% GAMER GOLD!

DR FRANKEN 2
Could have been as good as the first one if it wasn't for the completely awful control method.
Overall 80%

DR MARIO
A *Tetris*-like puzzle game which is very playable and includes a good link-up option.
Overall 86%

DROPZONE
If briefly glanced at, the graphics would shock; if briefly played the playability would enthral. A brilliantly executed arcade conversion.
Overall 91% GAMER GOLD!

DUCK TALES
Cartoony platform game with great graphics, but the gameplay is a bit too easy for any lasting challenge.
Overall 84%

DYNABLASTER
Superb puzzle/action arcade game. The four player link-up puts it up amongst the best Game Boy games ever.
Overall 90% GAMER GOLD!

EDD THE DUCK
Really shocking platformer. Awful controls, basic graphics and dull gameplay. Avoid.
Overall 32%

F1 RACE
Four player link-up is amazing fun and the one player game is very challenging. Loads of tracks and choice of cars make it a must for racing fans.
Overall 87%

F-15 STRIKE EAGLE
The best flight simulation for the Game boy. Requires a bit of thought and planning to enjoy this to its full potential.
Overall 79%

FELIX THE CAT
It's fun for a while but too easy. Totally repetitive as well.
Overall 64%

FERRARI
Uncontrollable racer which is nowhere near the standard of F1-Race in terms of playability and presentation.
Overall 50%

FIRE FIGHTER
Very basic game, which soon becomes so dull you'll want to throw yourself out the window for a bit of excitement.
Overall 68%

FLINTSTONES
Extremely easy platformer which could have been so good with a bit of challenge programmed into the gameplay.
Overall 45%

FOOTBALL INTERNATIONAL
Very limited footy game. Sprites are tiny and the playability factor is even smaller.
Overall 35%

FORTIFIED ZONE
Original shoot-'em–up which is a bit too short to hold anybody in its grasp for long.
Overall 70%

FORTRESS OF FEAR
Fine attempt at a playable, challenging platform game. Loads of levels ensure this will keep you going for a while.
Overall 83%

GARFIELD
Very cute, nice graphics, but you'll find your attention wandering due to severely dull gameplay.
Overall 62%

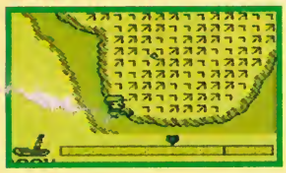
GARGOYLE'S QUEST
Brilliant arcade adventure featuring lots of moves, loads of playability and a massive play area. Absolutely superb, can't be missed.
Overall 92% GAMER GOLD!

GAUNTLET 2
Conversion of the arcade game which goes down pretty well really.
Overall 84%

GB KID
Nutty prehistoric adventure, which suffers from being far too easy.
Overall 74%

GHOSTBUSTERS 2
Original gameplay and hectic busting action ensure this is one to be remembered.
Overall 80%

GOLF
One of the best golf games ever, let alone on the Game Boy. Bunkers, water, bogeys the lot, it's a must for golfers everywhere.
Overall 90% GAMER GOLD!



GREMLINS 2
Majestic platformer, behold the heavenly gameplay and wonder at the cute little Gizmo as he slaughters the sublimely drawn gremlins. Oh, how I wish every platformer was like this.
Overall 91% GAMER GOLD!

HAMMERING HARRY
Smashing platformer that doesn't hold back in terms of sheer playability. The graphics round off one hell of a decent game.
Overall 81%

HOOK
Standard platform affair which sort of follows the film, but doesn't really hold much lasting appeal or excitement.
Overall 78%

HOME ALONE
Quite literally one of the saddest, most demented games ever to be seen in this universe.
Overall 18%

HUMANS
Boring, slow, irritating Lemmings rip-off. Unoriginal uninspiring but may appeal to some puzzle freaks.
Overall 67%

HYPER LOAD RUNNER
Good platform/puzzle game which is surprisingly addictive when persevered with.
Overall 80%

THE HUNT FOR RED OCTOBER
Perfectly playable shoot-'em-up, which completely avoids the film's story line, still it's a fine underwater blast.
Overall 82%

JOE AND MAC: CAVEMAN NINJA
Difficult stone age platform game which features some fine graphics. Unfortunately, it is let down by it's boring gameplay.
Overall 65%

JUNGLE BOOK, THE
Very much the same as the great NES version, this is one of the Game Boy's best platform games, with one of the funkiest tunes around!
Overall 83%

JURASSIC PARK
A massive arcade/adventure that is worth playing if your after a time consuming challenge.
Overall 83%

KID DRACULA
Easy, kiddies platform game, nice graphics but it won't take long to complete.
Overall 69%

KID ICARUS
Conversion of the old NES classic. This platformer works better on the Game Boy than it ever did on the NES. Well worth a look.
Overall 71%

KIRBY'S DREAM LAND
Supremely playable platform game which is very cute and graphically stunning. It's very easy though, which is a shame as it could have been a classic.
Overall 85%

KIRBY'S PINBALL LAND
Highly playable pinball game with loads of levels and bonuses. Screen blurs slightly, but this doens't make it any less fun.
Overall 84%

KUNG-FU MASTER
Basic beat 'em-up with very few moves. It's far to easy though to keep you playing for longer than an hour.
Overall 38%

KWIRK
A good puzzle game which is very similar to *Boxxle*.
Overall 80%

LAMBORGHINI AC
Below par racing game which is uncontrollable and very boring to play. Steer around it.
Overall 45%

LEMMINGS
Classic puzzle game which is humorous, exciting and very playable, a fine addition to any collection.
Overall 90% GAMER GOLD!

LETHAL WEAPON
Hardly lives up to the film's reputation. The game is unplayable and generally uninteresting.
Overall 38%

LOONEY TOONS
Good selection of sub games and platform action make this a playable and fun experience.
Overall 82%

MARBLE MADNESS
Arcade conversion which is not bad, but suffers from slowness and bad control.
Overall 67%

MAX
Very dull and average platform game, nothing new really, seen it all before.
Overall 81%

MCDONALD LAND
Another standard platformer with some nice graphics but would have been better with a free burger voucher.
Overall 70%

MEGA MAN
Playable platformer with loads of bosses and weapons which isn't quite original enough to be considered a classic.
Overall 86%

MEGA MAN 2
More platform action which is so similar to the first game, there's hardly any difference between the two. Good graphics and fine playability.
Overall 83%

MEGA MAN III
Mega Man is the longest running series of any video game character (on the NES anyway), but this is sadly far too formulaic to be worth a look.
Overall 81%

METROID 2
Enormous arcade adventure which has dull graphics but absorbing gameplay. Well worth playing for a lasting challenge.
Overall 61%

MICKEY'S DANGEROUS CHASE
Average platform games run riot on the Game Boy and here is another one. Everything about it is dull. May appeal to younger players though.
Overall 68%

MONSTER MAX
Game Boy games don't come better than this. Fitman's return is a triumph, with marvellous graphics, a funky rockin' soundtrack – and some of the most fiendish puzzles ever encountered in any game. Simply the best.
Overall 96% GAMER GOLD!

MOTOCROSS MANIACS
Really weird bike game with good ideas. No lasting appeal, but fun for a short while.
Overall 72%

MR DO!
Arcade classic brought to the Game Boy in considerable style. Terrible graphics, but playability goes off the scale.
Overall 88%

MYSTIC QUEST – FINAL FANTASY ADVENTURE
Large adventure, but the control method takes some getting used to. Fine graphics create a good atmosphere. Worth shelling out for, and one of the best adventures around.
Overall 79%

NAVY SEALS
Film license platformer which just manages to raise its head above the crowd of mediocre releases.
Overall 74%

NEMESIS
Dated shoot-'em-up which has dull graphics, boring gameplay and absolutely no outstanding features to make it worth purchasing.
Overall 63%

NEMESIS 2
Why release a game which is so similar to its predecessor it's hard to tell one lame duck from another?
Overall 60%

NEW GHOSTBUSTERS
Half decent ghostly caper which is adequate is very department, but not especially brilliant in any of them. If you like these guys then you might want to play them for real!
Overall 80%

NIGEL MANSELL WORLD CHAMPIONSHIP
Second only to F1-Race in terms of playability and options. There's a whole season to get through so it certainly lasts.
Overall 78%

NINTENDO WORLD CUP
The guys wandering around the pitch look more like tubs of lard rather than footballers. Appalling graphics and playability.
Overall 40%

OTHELLO
If you're into othello in general, then you'll love this. Holds no lasting appeal for the uninitiated.
Overall 57%

PAC-MAN
Brings back the old arcade game and presents it with style and panaché. Very playable and very addictive, great fun.
Overall 81%

PAPERBOY
As much fun as getting up at Six O'clock on a Sunday morning and dragging a sack load of supplements around town.
Overall 47%

PAPERBOY 2
With playability, graphics and sound this bad it's hard to see why this was released at all. Another sequel which doesn't improve on the original.
Overall 36%

PARODIUS
Good to see that Konami have improved their shooters, this is very playable and marvellously silly.
Overall 85%

POPEYE 2
Nothing original about this one, but it is playable. All the characters are recognisable, so I guess that means the graphics are good.
Overall 77%

POPULOUS
Excellent strategy game, brilliantly detailed graphics and massive longevity means you'll be playing this well into the year 2000.
Overall 82%

POWER PAWS
Boring puzzle game. Don't buy this if you want a brain bender, there's better available.
Overall 56%

PREHISTORIK MAN
Three years in the making, this French designed Jurassic platformer is highly addictive and plays just like the old Wonderboy coin-op. Saucy tunes as well!
Overall 80%

PRINCE OF PERSIA
Superb adventure/puzzle game with very impressive animation and challenging gameplay.
Overall 90% GAMER GOLD!

PRINCESS BLOBETTE
Why on earth is shoddy, rubbish like this ever churned out? Do yourself a favour and burn every copy you see.
Overall 20%

PRINCE VALIANT
Curiously playable beat-'em-up which has nice graphics and plays very well too.
Overall 75%

PROBOTECTOR
Good platform blaster with non-stop action, great sound and graphics and lovely playability.
Overall 82%

Q-BERT
Really old puzzle game, which is going through a bit of a revival.
Overall 78%

QIX
Strange puzzle game which is excellent fun on two player link-up. Don't be put off by the graphics it is worth a go.
Overall 60%

QUARTH
A bit like *Tetris*, but then a bit like nothing ever seen before. Very original and very playable, great game.
Overall 84%

RADAR MISSION
Just like *Battleships*. It's only fun on the two player option, but not for long.
Overall 59%

RAGING FIGHTER
Big bolshy beat-'em-up, but is unplayable and soon loses it's limited appeal.
Overall 48%

RAMPARTS
Odd strategy game which becomes very difficult, if you want a good strategy game stick with *Populous*.
Overall 59%

REVENGE OF GATOR
Good pinball game which has the added attraction of a two player link-up. Good graphics, mighty playable. An all-round good egg.
Overall 87%

ROBIN HOOD
Original adventure game with lots of puzzle solving and wandering about. Atmospheric graphics create a good romp around Sherwood.
Overall 85%

ROBOCOP
Large platform game, that oozes playability and conveys the atmosphere of the film superbly. Worth buying for a lasting challenge.
Overall 89%

RODLAND
Cute arcade game which draws inspiration from *Bubble Bobble* and many other games of this type. Very good though and well worth the money.
Overall 86%

R-TYPE
Best shoot-'em-up for the Game Boy. Difficulty level is set just right to create a playable and lasting game.
Overall 90% GAMER GOLD!

SENSIBLE SOCCER
Utterly crap conversion of the Amiga classic, well, that's what I think anyway. Keith begged to differ and gave it...
Overall 80%

SHADOW WARRIORS
Standard beat-'em-up effort, which doesn't stand out at all.
Overall 76%

SIDE POCKET
Great fun if you're into Pool, but you will get bored quickly.
Overall 76%

SKATE OR DIE
Uncontrollable skating game, which boasts some detailed graphics, but is sadly let down by the playability.
Overall 63%

SKATE OR DIE 2
Interesting skating platform game, which is playable and quite original.
Overall 78%

SNEAKY SNAKES
Excellent 3-D arcade game from RARE. Brilliant graphics and great gameplay make it a very original and exciting product.
Overall 88%

SOLAR STRIKER
Dull vertical shoot-'em-up that looks the same all the way through.
Overall 40%

SOLOMON'S CLUB
Inspiring puzzle game that owes a lot to the NES original.
Overall 82%

SPEEDBALL 2
Amiga conversion of the classic futuristic football type game which is very slow, the graphics are badly drawn and sadly misses the mark.
Overall 63%

SPEEDY GONZALES
Sonic-style platform whizz; containing a fair amount of challenge, but hardly any variation. Dull is the only word left to describe it.
Overall 77%

SPIDER-MAN
The best of the series. Tricky bosses, lots of moves and well thought-out gameplay, buy this if you're a fan of the comic.
Overall 80%

SPIDER-MAN 2
More Marvel mayhem which is too similar to the original to get many people excited. More original gameplay required.
Overall 75%

SPIDER-MAN & THE X-MEN
Dire, rubbish comic adventure with no fun involved whatsoever. Yuk.
Overall 49%

SPY VS SPY
Original puzzle/strategy game which first appeared years ago on the C64. Works well on the Game Boy and well worth a look.
Overall 78%

STAR TREK: TNG
Technically accurate, but intensely boring and lacking in any kind of 'zing' whatsoever. Trekkie fans will abhor this sad attempt at a conversion.
Overall 62%

STAR WARS
Absolutely wonderful platform game, involving, playable, atmospheric, in fact everything you want in a platformer.
Overall 93% GAMER GOLD!

SUPER HUNCHBACK
Luscious graphics and humorously playable, no humps here, just a solid well programmed platformer.
Overall 87%

SUPER KICK OFF
Superb soccer game, with masses of playability. Small sprites, but they move well and don't hold back the general wholesome quality of the game.
Overall 85%

SUPER MARIO LAND
The game that spawned a hundred clones. A real challenge this, but the graphics now look slightly dated.
Overall 92% GAMER GOLD!

SUPER MARIO LAND 2
Amazing graphics, great originality for a platform game but far too easy, should have been a bit bigger too.
Overall 85%

SUPER RC PRO-AM
One of the best four player link-up games around, but a bit easy if you're playing it on your own.
Overall 84%

TAZ-MANIA
Looks good, but then looks aren't everything are they? A bit of playability would have gone down well.
Overall 54%

TALESPIN
Quite a tricky shoot-'em-up this. Features characters from the cartoon, but certainly won't appeal to younger players when it's this difficult.
Overall 65%

TENNIS
Buy this and you need not buy another tennis game. The two player link-up works superbly. Sheer brilliance.
Overall 92% GAMER GOLD!

TETRIS
What can you say about this simple, yet possibly most addictive game ever to be made? Except that it astounds and astonishes every time.
Overall 95% GAMER GOLD!

TETRIS 2 GB
Good, but not as compelling as *Tetris*, the general feeling is that they are trying to be too clever and adding far too much to what should be a simple, but addictive game.
Overall 87%

TINY TOONS
Superb platform game that features original bosses and smooth playability. Pure style.
Overall 90% GAMER GOLD!

TITUS THE FOX
A rare thing to have a platform game with a link option. It is good on two player, but not on your own.
Overall 65%

TOP RANKING TENNIS
Offers a few more options than *Tennis*, but isn't as playable. Buy it if you can't get hold of *Tennis*.
Overall 87%

THE ADDAMS FAMILY
A considerably large platform adventure, that has nice graphics and plays pretty well to. Once you're into it, you won't be able to put it down.
Overall 81%

THE EMPIRE STRIKES BACK
Plays very well and the graphics are very good. Not quite as polished as *Star Wars* though.
Overall 80%

TMHT
The Turtles make their GB debut in this slick all action platform beat-'em-up. Fine graphics and playable, not bad for a bunch of green misfits!
Overall 80%

TMHT 2
More of the same, but even better. One of the rare sequels which has learnt from the original and used that knowledge to produce a better game.
Overall 83%

TRACK AND FIELD
Button bashing sport simulation which is good fun if you want to destroy your Game Boy in ten minutes flat.
Overall 70%

TRAX
Strange multi-directional shooter which is far too repetitive. What ever happened to variety and playability?
Overall 37%

UNIVERSAL SOLDIER
This platform game is an average, standard, dull, boring, pile of bolts. Just like Dolph Lungren.
Overall 57%

WARIOLAND
Nintendo does it again, now Wario plays the hero and Mario's nowhere to be seen, but it is still one of the best games for the Game Boy.
Overall 91% GAMER GOLD !

WC STRIKER
Could have been great – sadly it isn't! Fiddly control system, badly shaded graphics and not much fun to play. A duffer.
Overall 54%

WINTER OLYMPICS
Even worse than the Super NES version (a feat indeed!), this is atrocious, nightmare stuff – Huuuuuuurrrghhhhhh!
Overall 35%

WWF SUPERSTARS
Why wrestling games were ever deemed viable is a mystery to me. This uncontrollable mess of a game looks as appealing as Hulk Hogan's T-shirts.
Overall 33%

YOSHI'S COOKIE
Great fun on two player link-up. Very playable on your own too. A really good *Tetris* clone.
Overall 78%

ZELDA IV – LINK'S AWAKENING
Unanimously acclaimed as the best Game Boy game of all time. This vast adventure takes playability to the limit and the graphics are quite breathtaking. Buy now, off you go, go on!
Overall 96% GAMER GOLD!

ZEN – INTERGALATIC NINJA
Pretty good nothing new, but you'll like it until numbness sets in during the later levels.
Overall 71%

ZOOL
If you've seen one *Zool* – you've seen them all! Zany platform game which loses something now that it's in black and white. Still good, though.
Overall 85%

ZZYARGOZ THE PAGE FILLER
This game doesn't actually exist, except in the warped collective mind of SUPER GAMER. It was either this or another mickey-take of Project Reality!
Overall 99%

super savers

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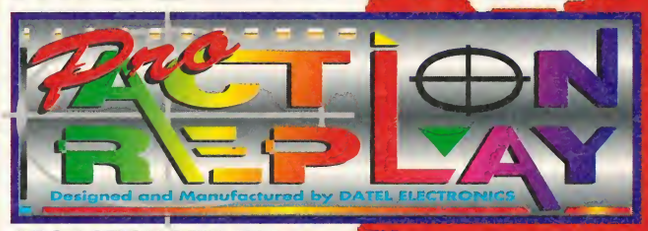

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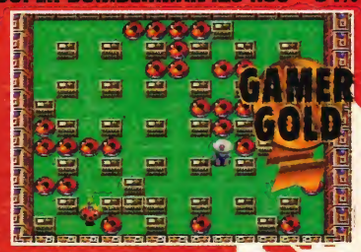

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This month we've got another two undeniable classic games from the days when computers had rubber keys, or looked like large slabs of chocolate fudge. Incidentally, if you still own a Spectrum or Commodore, there are only a couple of reputable software outlets still left in Britain.

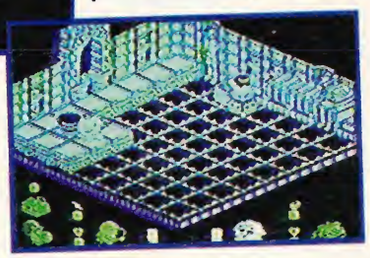
If you're after a copy of *Centropods*, *Starquake* or even *Trans-Atlantic Balloon Challenge*, then why not give Computer Cavern a call on (0628) 891022, or Tim's Megastore on (0625) 434118? Both these shops carry thousands of old games, plus many of the computers themselves, for incredibly reasonable prices. There's never been a better time to buy a piece of nostalgia!

This month we have *Spy Hunter* and *Head Over Heels* – two landmark games at opposite sides of the Spectrum's life. *Spy Hunter* appeared in 1984, and *Head Over Heels* in 1987.

If any SUPER GAMER readers remember the golden age of computing, then why not send in your suggestions for They Should Convert It...? Each month we feature the top games that should be brought onto the Super NES at all costs, and even try to track down the originators. Who knows, one of the massive software producers may just take notice and bring games of yester-year to our consoles today?! Send your suggestions to the usual address.

HEAD OVER HEELS

If you read the *Monster Max* review in the last issue then you'll already know who programmed *Head Over Heels*, and why it would be such a classic to appear on the Super NES. You played the part of either Head or Heels, two independently mobile creatures, one is able to leap higher and move in the air, the other can run fast and enter rooms with all enemies.



The basic object of the game is to either escape from the Blacktooth Empire, or first liberate the five surrounding slave planets, before returning to a hero's welcome.

Viewed in isometric 3-D (as you can see from the screen shots), this game was a masterpiece of design and playability in perfect harmony. Almost every one of the 300+ rooms had a puzzle to be solved, by Head, Heels or both combined. You see, when the two characters are united in the same room, they can join together to form a larger being; able to perform their combined moves.

Head Over Heels was scored higher than almost any other game in the magazines of the time, but what really matters is that it is just as fun to play even now, when the graphics and sound have been surpassed by 16-bit technology.

It will take an absolute genius to solve the game, but it is the fun that you have trying to win that really makes it a great game. There are rumours that this game will be converted, but the programmer, Jon Ritman, has not revealed whether any of them are well founded. *Monster Max* has now taken over from *Head Over Heels* as Jon's greatest and most challenging work, but there has yet to be a Super NES version. Both games would be superb, but will Head and Heels (originally named Foot and Mouth) be prepared to share the stage with the devlish rock star? I think not.

SPYHUNTER

Originally on the Spectrum 48k, *Spy Hunter* was an excellent conversion of the hit Sega coin-op which featured a high-powered James Bond-esque car complete with oil slicks, gas, missiles and front firing machine guns. The basic idea of the game was to get through various countries, whilst fighting off enemy agents in their razor-wheeled red hot-rods and green hearses.

A novel aspect of *Spy Hunter* was that occasionally the bridges would be damaged, and you had to transfer to a speed boat until a way could be found to get back on the road. This clever combination of gameplay made *Spy Hunter* different from the rest of pure driving games, but the main aim was just to blast everything off the road!

In the arcade, you had a multi-function steering column which was used to activate the special weapons, but first you had to ride into the back of juggernaughts, Knight Rider-style, to collect them.

The graphics were fairly poor on the Spectrum version, and it even lacked the funky Peter Gunn soundtrack that made the coin-op so distinctive. But it was the core playability that made *Spy Hunter* such a success, and this is why it would make such a classic Super NES game. The feeling of spinning out an innocent motorcyclist with an oil slick was second to none, and I personally believe that *Spy Hunter* could be converted almost pixel-perfectly from the coin-op.

SUPER STREET FIGHTER II

(AND SOME REALLY OBSCURE GAME WITH 'FX' IN THE TITLE...)

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you'll never REACH THE END

MONSTER MAX

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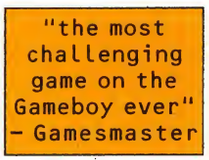

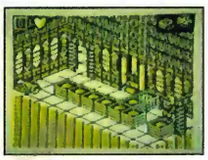

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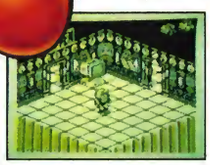

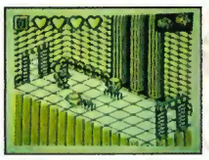

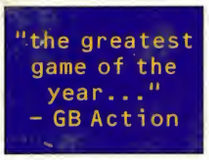

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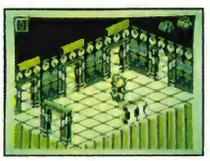

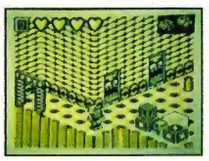

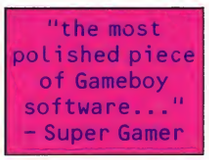

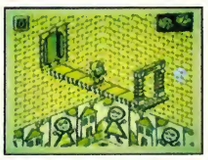

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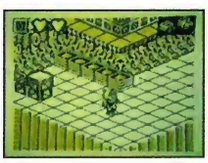

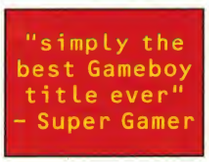

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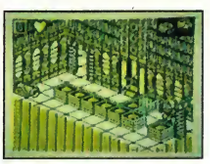

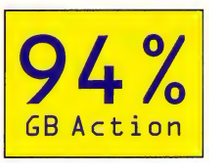

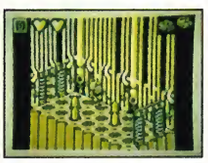

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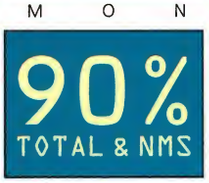

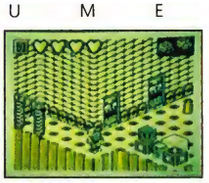

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